

# MICHIGAN STATE UNIVERSITY

December 28, 2015

## MEMORANDUM

TO: Dr. Douglas Estry, Associate Provost for Undergraduate Education  
and Dean of Undergraduate Studies

FROM: Dr. John Gaboury, Associate Provost for Academic Services  
and Enrollment Management

RE: Request for a New Minor in Animation and Comics Storytelling  
  
For Transmittal to the University Committee on Undergraduate  
Education (UCUE)

The request referenced above is being sent to the University Committee on Undergraduate Education (UCUE) in accordance with the *Bylaws for Academic Governance*, 4.4.

### UCUE Response Requested:

Please ask the committee to consider the request referenced above and provide consultative commentary. Please mail the related materials referenced under the heading Attachments at the end of this memorandum to the committee members.

After receiving the committee's consultative response, the Provost will make a determination to forward or not to forward the request to the University Committee on Curriculum for its approval of curriculum and degree requirements.

If you have any questions, please call Joy Speas, University Curriculum Administrator, at 5-8420.

Thank you.

### Attachments:

1. Request to Establish a New Academic Program form dated October 8, 2015: Minor in Animation and Comics Storytelling and attachments.



### University Curriculum and Catalog

Hannah Admin. Building  
426 Auditorium Road  
Room 151A  
East Lansing, MI 48824

517-355-8420  
Fax: 517-353-1935

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## Michigan State University - Office of the Registrar

View a Program		Main Menu
Joy Speas, RO	Thursday, 10/8/2015	
<b>Program Name: Animation and Comics Storytelling</b> <b>Degree: MNUN      Sequence Number: 1</b>	Program Request ID: 3052	
<b>Effective Dates: Summer 2016 - Open      Status: Interim      Initial Action: New</b>		
<b>Requested Date: 8/25/2015 5:38:52 PM</b>		
<p><b>1. Department/School/College:</b> 10494 .... School of Journalism</p> <p><b>2. Name of Program:</b> Animation and Comics Storytelling</p> <p><b>3. Name of Degree:</b> MNUN</p> <p><b>4. Type of Program:</b> Minor</p> <p><b>5. Effective Start Semester:</b>  <span style="margin-left: 100px;"><i>p. Ann Hoffman</i></span>  <span style="margin-left: 100px;"><i>12/2/15</i></span>  <span style="margin-left: 100px;"><i>Fall</i></span> </p> <p><b>6. Target student audience for the program:</b> undergraduates</p> <p><b>7. Enrollment:</b>  <b>What is the expected enrollment per year:</b> 50  <b>What is the minimum enrollment acceptable:</b> 0                 </p> <p><b>8. Source of budget for the program:</b>                      To align academic planning and curricular change, ALL requests for NEW funds must be included in the College's annual planning letter. Provost approval of new funds and the effective date for the new program must align. If funding is not approved, then the program request will not be forwarded to Faculty Senate.                       Internal reallocation                       If new funds, was this request included in the College's annual planning letter?                      Indicate yes or no. If no, then this is a department or college fund reallocation (If the program is implemented, no additional resources are required.).                 </p> <p><b>9. Projected Costs as compared to other programs in unit:</b> Same</p> <p><b>10. Staff requirement:</b>                      How many additional staff will be required: 0                       Who will provide the primary instruction. Describe any external linkages (industry, government, etc.):                      Stacey Fox – Faculty in School of Journalism, College of Communication Arts and Sciences. Affiliations - Smithsonian Institution, Disney, International Animated Film Society – ASIFA Hollywood, Toon Boom Animation, U.S. Dept. of State. Working with Apple and Google.                 </p> <p><b>11. Will additional equipment be required:</b>                      Approximate cost: 0                       Source of funding:                 </p> <p><b>12. Will additional library materials be required:</b>                      Approximate cost: 0                       Source of funding:                 </p> <p><b>13. Will additional space be required:</b>                      Type:                       Approximate amount:                 </p>		

**14. If the program requirements contain a named concentration, do you wish for the concentration to be noted on the student's transcript?:**

Yes

**15. Detailed Description:****Detailed description:**

- a. Background information including the considerations which precipitated the development of the program, and its relationship to similar programs offered at MSU and by other educational institutions. Supply a copy of standards of accrediting agencies and federal regulations related to the request as appropriate.**

Major news organizations all over the world regularly use 2D and 3D animations when presenting news stories in different media platforms, such as digital and televised news. There is a long history of media use of comics and cartoons--long before photography--in various media, such as print newspapers and magazines, that is now also used in websites and mobile apps for news and information. A direct relationship exists with comics and animation for storytelling. The School of Journalism has been offering courses in this area that are very popular with students and enrollment is growing. The School would like to marshal the courses into a formal program. This program of study is unique at MSU and elsewhere in that it focuses on production and critical thinking of media visual storytelling integrating animation, comics, characters and news and information. This minor also enhances our innovative CAS Media Sandbox initiative. Although other universities are beginning to offer more courses in animation and also comics, no other university offers this integrated program of study (production and critical thinking) for storytelling. MSU would be ahead of the curve.

- b. Rationale for offering the program at MSU.**

The Minor in Animation and Comics Storytelling provides MSU students with the unique opportunity to experience first-hand the relationship between animation and comics for storytelling. Students will gain the necessary critical thinking and production skills to research and create engaging and thought-provoking media experiences for audiences. Students will learn to enhance educational or public news and information across media platforms. At the end of the program, students will be highly competitive for this growing job market. It is also a popular area of study that is attracting students who would eventually work in various media all over the world.

- c. Rationale for the program being housed in the primary administrative unit.**

CNN, ESPN, CBS, BBC, NBC, PBS, ABC, FOX, Al Jazeera, Univision, NASA, Discovery Channel and National Geographic all utilize 2D and 3D animations as well as comics and cartoons. High-profile newspapers throughout the world regularly feature cartoons and comics on their printed front pages and animation on their digital websites. The School of Journalism has a well-established and award-winning visual communication media program taught by high-profile researchers and industry professionals. It also has a strategic partnership with the Smithsonian Institution for student experiential learning projects and additional funding for apprenticeships from the Walt Disney Company for the creation of visual communication interactive materials such as animation and comics to promote historical and cultural understanding around the world that may also concern current issues and events.

- d. Educational objectives of the program and their relationship to those of the college and the University.**

Through a sequence of courses the students are able to build a strong foundation in the skills necessary to research, create and produce traditional, digital, interactive and immersive 2D/3D animation, comics, graphic novels and cartoons for journalistic storytelling. The end result is a focus on the production of instructional, narrative, historical, news issues and events, and experimental and entertainment works, combined with a look at the cultural, global and historical impacts of media. This fits squarely with the ComArtsSci new technology signature area and the innovative digital media creative Media Sandbox initiative in which students produce news and information through storytelling in different forms for different media to various audiences. Projects enhance the student experience and their work is productive community engagement. We expect these students to become highly marketable upon graduation.

- e. Faculty who were instrumental in developing the program and faculty who will be responsible for implementing the program (see item 10).**

Stacey Fox – Full-time faculty member in the School of Journalism, College of Communication Arts and Sciences. Her affiliations and student projects include Smithsonian Institution, Disney, International Animated Film Society, ASIFA Hollywood, Toon Boom Animation, U.S. Dept. of State, among others. She, and other faculty, are also working with Apple and Google.

- f. Plan for evaluating the program. Plan for assessing student outcomes. For academic major programs, indicate the learning objectives/goals for students and how outcomes will be assessed. Visit <http://www.reg.msu.edu/UCC/assessment.asp> to complete the outcomes assessment form and include with the program submission. (Pasted from form below)**

- 1. List the student learning outcomes for this program. Learning outcomes are statements, which describe what students should know or be able to do when they complete the program.**

Upon completion of the minor, students will have the marketable skills necessary to research, create and produce traditional, digital, interactive and immersive 2D/3D animation, comics, graphic novels and cartoons. Their production of news issues and events, narrative, instructional, historical, experimental and entertainment works is combined with critical thinking as they content, context, ethics and the cultural, global and historical impacts of these forms for various media platforms and audiences.

Learning Outcomes include understanding and/or employing:

- how animation and comics can be used for educational and informational purposes
- appropriate methods and skills to research a story and its context and impacts on communities and audiences
- appropriate personal, community, social and industry ethics while researching a story and in story representation
- the history of stereotypes and the importance of cultural representation through character, environment and story

- the purpose and production of storyboard creation
- critical thinking as it applies to story and content creation
- philosophy and skills behind designing characters in animation and comics
- the importance and role of environment, culture and character
- the traditional guiding 12 Principles of Animation
- cross platform distribution of transmedia for public consumption

Below are the institutional level Undergraduate Learning Goals and their associated dimensions. Check the boxes which align with the learning outcomes for this program. (If this program is a graduate program, skip to the next question).

#### Analytical Thinking

- X Acquires, analyzes, and evaluates information from multiple sources
- X Synthesizes and applies information within and across disciplines
- X Identifies & applies, as appropriate, quantitative methods for defining & responding to problems
- X Identifies the credibility, use and misuse of scientific, humanistic and artistic methods

#### Cultural Understanding

- X Reflects on experiences with diversity to demonstrate knowledge and sensitivity
- X Demonstrates awareness of how diversity emerges within and across cultures

#### Effective Citizenship

- X Understands the structures of local, national, and global governance systems and acts effectively within those structures in both individual and collaborative ways.
- X Applies knowledge and abilities to solve societal problems in ethical ways.

#### Effective Communication

- X Identifies how contexts affect communication strategies and practices
- X Engages in effective communication practices in a variety of situations and with a variety of media.

#### Integrated Reasoning

- X Critically applies liberal arts knowledge in disciplinary contexts and disciplinary knowledge in liberal arts contexts
- X Uses a variety of inquiry strategies incorporating multiple views to make value judgments, solve problems, answer questions, and generate new understanding

Briefly explain how the student learning outcomes for the program align with and support the institutional Undergraduate Learning Goals.

The School of Journalism teaches students production and critical thinking to be effective communicators. This program would do the same. Students learn to integrate reasoning in their information gathering and presentation skills. They pay attention to ethical behavior and decision-making as they cover issues and events and the effects of policies on various segments of society. More often than not, students are in journalism because they care about and are engaged in their communities. Understanding and covering public affairs helps them to become productive citizens.

1. Describe how you will assess each learning outcome listed in question 1. Include a description of the evidence you will collect as well as when the assessment will take place. (Evidence should be learning a student demonstrates and might include a set of questions from an examination, a course assignment, a final project in a capstone course, a national licensure exam, a senior thesis or project, an evaluation of student work at an internship or clinical site, auditions, performances, etc).

When students have completed the minor they will be able to produce characters and stories in animation and cartoon forms for different media platforms to various audiences. With the skills and critical thinking shaped from this minor, students will be immediately marketable for an array of print and digital industry opportunities that span legacy political cartoons to today's graphic novels and 2D/3D animation in immersive environment to becoming industry leaders in this field.

Our assessment on the success of this program will be to:

- document the enrollment trend in the minor
- track where students are finding jobs and what they are doing with these skills
- use objective metrics, such as t/f and multiple-choice items in classes
- measure with rubrics the quality of student projects

Excerpts from assessments are below. These tie into the learning outcomes.

#### 2D Animation Storytelling

**Assignment 3 – Storyboard:** Create a storyboard for your final project animation. Include links to research concerning the original news event, current issue or concept within the sub script area. Also attach your rationale for choosing this subject with any updates made from your research. Final submission for assignment must be in PDF format.

**Assignment 4 – Character Turnaround Sheets:** Create a character turnaround sheet for all the characters in your story. Remember to attach a one-page bio for each character and its attire to include background in support of their look regarding culture, environment and occupation. Include character names, color pallets for the characters and any props or special views of facial emotions. Views should include front, side, 3/4, back and top if you will be using that camera angle.

#### Comics, Culture and Graphic Novels

**Assignment 5 – Breaking Cultural Stereotype Comic:** Based on the assigned readings and videos about cultural stereotypes, choose a cultural stereotype and use a 2-page, 10-panel comic narrative to break that stereotype. Please include research references.

**Assignment 8 – Instructional Comic:** Choose one educational group from the following demographics: 4-5 grade, 6-8 grade, 9-12 grade. Have your

instructional comic teach a skill. Examples might include opening a locker combination lock, shooting a basketball, making a volcano, making an electric battery car. Language within the instructional comic should be age appropriate. Remember to include precise clear graphics and chronology of process and a review of the primary concept and steps in the last few panels.

### Political Cartoons

*Assignment 7 – Religion and Science:* Choose a current issue involving religion and science. Use the cartoon to show two or more sides to the issue. Review some of the examples, and remember the responsibility that comes with utilizing religious symbols within a cartoon. Attach a one-page explanation on why you chose the issue and your decision-making processes in using the various imagery.

*Assignment 4 – Governmental Architecture as Symbolic Image:* Choose an international event or issue and create a political cartoon using only governmental architecture to represent viewpoints. Attach a one-page explanation on why you chose the issue and how you made the decisions in using the various imagery. Refer to the cartoon of the House and Senate buildings debating the color of the dress on Instagram.

### 3D Animation Storytelling

*Assignment 3 – Micro-Facial Expressions:* Building off our in depth look into micro-expressions and how humans communicate through facial gesture, use the supplied character to tell a short story by animating only facial features. Mouth phonemes may be included, although no voice over is to be used. Remember to put extra emphasis on the eyes as well as the eyebrows. Work for a 30-second sequence at 24 frames per second. When finished, render your sequence into Quicktime H264 format.

*Assignment 6 – Point of View:* Create a 30-second action sequence between two of your characters. Place at least 5 cameras in the scene from the following breakdown: wide establishing shot; close up on each character's face shot; overhead shot; behind each character's head or in 3<sup>rd</sup> person; aim and point camera on each character as they move. Render each camera view of the sequence and edit together two different versions of the action. One for each character's point of view. When finished render out your sequence into Quicktime H264 format.

### Stop Motion Animation

*Assignment 5 – Rigging Character for Personality Traits:* Based on class discussion of physique of character and kinetic motion as part of personality, model two characters (of different ages), just with springs and bolts and capture their walk cycles for 20 seconds. Remember to review assignments on stereotypes. When finished render your sequence into Quicktime H264 format.

*Assignment 8 – Depth perception in Environmental Design:* Build your 3D scene in multiple layers along the depth axis (Z). Shoot just a camera walk from front to back with no depth of field. Then reshoot using depth of field. Do a third shoot with depth of field in third person view behind your character walking through the scene. Finally shoot the scene from the side. Edit between the four different environment perceptions to create the best immersive sequence for the viewer.

**g. Program description including statement and specific requirements of the program as they will appear in the University catalog. Information contained in the catalog represents a University contract with students. Any deviation from college and University policies must be specifically requested. For a master's degree program indicate whether Plan A (thesis) or B (non-thesis) or both will be available.**

After completing the Minor in Animation and Comics Storytelling students will have a strong foundation in history, theory and production of storytelling using animation and comics. Specifically, students will acquire the production skills to visually represent issues, events, narrative, instruction, history and entertainment. Students will use critical thinking as they study storytelling content, context, ethics and the cultural, global and historical impacts of these forms for various media platforms and audiences. In sum, students will gain the skills necessary to research, create and produce traditional, digital, interactive and immersive 2D/3D animation, comics, graphic novels and cartoons.

The Minor in Animation and Comics Storytelling is administered by the School of Journalism within the College of Communication Arts and Sciences. The minor is available as an elective to students who are enrolled in bachelor's degree programs at Michigan State University.

Students may apply for the minor declaring their intent on a form available in the advising office of the School of Journalism. Application will be reviewed prior to semester enrollment.

With the approval of the department that administers the student's degree program, courses that are used to satisfy the requirements for the minor may also be used to satisfy the requirements for the bachelor's degree. The student's program of study must be approved by the student's academic advisor for the minor.

### Requirements for the Minor in Animation and Comics Storytelling.

The student must complete at least 15 credits from the following:

#### Core – 6 credits:

JRN 212 2D Animation Storytelling (3)  
JRN 213 Comics, Culture and Graphic Novels (3)

#### Choose – 3 credits from the following:

JRN 338 Visualizing Data with Information Graphics (3)  
JRN 413 3D Animation Storytelling (3)

#### Choose – 6 credits from the following:

JRN 338 Visualizing Data with Information Graphics (3)  
JRN 313 Political Cartoons (3)  
JRN 312 Stop Motion Animation Storytelling (3)  
JRN 445 Images and Messages (3)

JRN 413 3D Animation Storytelling (3)

**j. Other information that will assist the Provost and the University-level committees in evaluating the request.**

This is a natural extension of journalism. People see animation and comics so often in news environments that they probably don't realize how ubiquitous they are. CNN, ESPN, CBS, BBC, NBC, PBS, ABC, FOX, Al Jazerra Univision, NASA, Discovery Channel and National Geographic all utilize 2D and 3D animations as well as comics and cartoons. Political cartoons have a long history and comics are regularly featured on the front pages of printed and digital newspapers globally. Graphic novels are becoming increasingly popular.

The number of jobs in animation and comics continues to grow globally and this proposed minor is another way to prepare students for journalism and other media industries that tell stories and cover or translate news and information visually to different audiences.

This proposed minor is a focus of JRN's strategic plan to continuously move forward with innovative technologies and hits the JRN and ComArtsSci signature areas of new technologies, the Media Sandbox and translational communication to explain complex ideas in understandable ways. We also think this minor will bring attention to MSU and raise revenue. We have been moving forward in this path (animation and comics) and want to marshal our efforts and courses into a formal program. We already enhance the student experience in this area by working on initiatives with commercial and non-profit organizations. We have been encouraged by our partnerships with Mars 1, the Smithsonian and Disney to work with students on media animation and comics storytelling projects.

**16. Are there admissions requirements for this program?:**

Grade or grade-point average requirements and if so in which course(s), portfolio requirement, audition, essay, etc. If there are not admission requirements other than those required by the University policy indicate "none".

none

**DEPARTMENT LEVEL APPROVAL STATUS**

Approved: School of Journalism  
10/8/2015 10:51:17 AM by Lucinda Davenport for Lucinda Davenport, Director

**COLLEGE LEVEL APPROVAL STATUS**

Approved: College of Communication Arts and Sciences  
10/8/2015 11:09:45 AM by Ann Hoffman for Prabu David, Dean

**MICHIGAN STATE**  
**UNIVERSITY**

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## **COLLEGE OF COMMUNICATION ARTS AND SCIENCES**

1. Request to establish a **Minor in Animation and Comics Storytelling** in the School of Journalism. The University Committee on Undergraduate Education (UCUE) will consider this request.

- a. **Background Information:**

Major news organizations all over the world regularly use 2D and 3D animations when presenting news stories in different media platforms, such as digital and televised news. There is a long history of media use of comics and cartoons--long before photography--in various media, such as print newspapers and magazines, that is now also used in websites and mobile apps for news and information. A direct relationship exists with comics and animation for storytelling. The School of Journalism has been offering courses in this area that are very popular with students and enrollment is growing. The School would like to marshal the courses into a formal program. This program of study is unique at MSU and elsewhere in that it focuses on production and critical thinking of media visual storytelling integrating animation, comics, characters and news and information. This minor also enhances our innovative College Media Sandbox initiative. Although other universities are beginning to offer more courses in animation and also comics, no other university offers this integrated program of study (production and critical thinking) for storytelling. MSU would be ahead of the curve.

Through a sequence of courses the students are able to build a strong foundation in the skills necessary to research, create and produce traditional, digital, interactive and immersive 2D/3D animation, comics, graphic novels and cartoons for journalistic storytelling. The end result is a focus on the production of instructional, narrative, historical, news issues and events, and experimental and entertainment works, combined with a look at the cultural, global and historical impacts of media. This fits squarely with the college's new technology signature area and the innovative digital media creative Media Sandbox initiative in which students produce news and information through storytelling in different forms for different media to various audiences. Projects enhance the student experience and their work is productive community engagement. Students are expected to become highly marketable upon graduation.

- b. **Academic Programs Catalog Text:**

The Minor in Animation and Comics Storytelling, administered by the School of Journalism, provides a strong foundation in history, theory and production of storytelling using animation and comics. Students acquire production skills to visually represent issues, events, narrative, instruction, history and entertainment and use critical thinking as they study storytelling content, context, ethics and the cultural, global and historical impacts of these forms for various media platforms and audiences. Upon completion of the minor, students will have gained necessary skills to research, create and produce traditional, digital, interactive and immersive 2D/3D animation, comics, graphic novels, and cartoons.

The minor is available as an elective to students who are enrolled in bachelor's degree programs at Michigan State University. With the approval of the department and college that administer the student's degree program, the courses that are used to satisfy the minor may also be used to satisfy the requirements for the bachelor's degree.

Students who plan to complete the requirements of the minor should consult the undergraduate adviser in the School of Journalism to apply. Applications will be reviewed prior to semester enrollment.

**Requirements for the Minor in Animation and Comics Storytelling**

Complete 15 credits from the following.

1. Both of the following courses (6 credits):

			CREDITS
JRN	212	2D Animation Storytelling	3
JRN	213	Comics, Culture and Graphic Novels	3
  2. One of the following courses (3 credits):

JRN	338	Visualizing Data with Information Graphics	3
JRN	413	3D Animation Storytelling	3
  3. Two of the following courses (6 credits):

JRN	312	Stop Motion Animation Storytelling	3
JRN	313	Political Cartoons	3
JRN	338	Visualizing Data with Information Graphics	3
JRN	413	3D Animation Storytelling	3
JRN	445	Images and Messages	3
- Journalism 338 and 413 may not be used to fulfill both requirement 2. and 3.

Effective Fall 2016.



# SCHOOL of JOURNALISM

*Lucinda Davenport, Director*

## UNDERGRADUATE PROGRAMS

Critical thinking, excellent writing and superb visual communication are the hallmarks of Michigan State University's School of Journalism graduates.

MSU's School of Journalism is an international leader in shaping and redefining the evolving field of journalism and its students are prepared for the future of the industry. In addition to teaching valuable journalism skills across platforms to propel excellence in professionalism, we are training critical thinkers to become leaders and visionaries in the field.

Students become experts in gathering, organizing and presenting news and information in written or visual formats. They become ethical journalists who are aware of journalism's distinguished history and can successfully navigate and transition their writing and visual communication skills across all platforms of media into the future.

Graduates are highly sought by employers and are successful in the journalism industry for both their intense training and their flexibility in the field. Careers in journalism include a broad range of positions in online media, television stations, newspapers, magazines, public relations, universities and government as writers, reporters, editors, designers, multimedia professionals, photographers, videographers, managers and teachers. Students are prepared to step into a future that has yet to be defined.

### Admission

In addition to the university and college requirements, minimal criteria for admission are:

1. Completion of Journalism 108 and 200 with a minimum combined 2.5 grade-point average and a minimum grade of 2.0 in each course. Any applicant who does not meet this requirement may re-apply or contact the school regarding the appeal process.

Transfer students may transfer a maximum of two journalism classes. These classes cannot substitute for core courses unless they are from an accredited journalism program.

For additional information about admission, please contact the Undergraduate Student Affairs Office, College of Communication Arts and Sciences, 1-517-355-1794.

### Admission to a Second Bachelor's Degree Program or an Additional Major

Students seeking admission to a second bachelor's degree program or an additional major must meet the same requirements as for admission to the journalism major as a junior.

### Requirements for the Bachelor of Arts Degree in Journalism

1. The University requirements for bachelor's degrees as described in the *Undergraduate Education* section of this catalog; 120 credits, including general elective credits, are required for the Bachelor of Arts degree in Journalism.  
The University's Tier II writing requirement for the Journalism major is met by completing Journalism 300. The University's Tier II writing requirement for Journalism majors pursuing teacher certification is met by completing Journalism 409. Those courses are referenced in item 3. a. (2) below.
2. The requirements of the College of Communication Arts and Sciences for the Bachelor of Arts degree.
3. The following requirements for the major:

	CREDITS
a. The following Journalism courses: .....	25
(1) Journalism 108 (3 credits).	
(2) Journalism 200 and Journalism 300 with a minimum grade-point average of 2.0 or higher for these two courses in all credits attempted (6 credits). Students pursuing teacher certification must complete Journalism 108, 200, 203, 310, 336, 400, 409, 430, one topical course chosen from 375, 415, 417, 418, 420, 425, 445, 450, 472, 473, 475, 490, 491; and one elective (30 credits). An average minimum grade-point of 2.0 is required for Journalism 200 in combination with either Journalism 310 or 336 or 409.	
(3) One of the following, (a) or (b) (3 or 6 credits):	
(a) Journalism 203 (3 credits)	
(b) Communication Arts and Sciences 110 (2 credits) Communication Arts and Sciences 111 (2 credits) Communication Arts and Sciences 112 (2 credits)	
(4) Journalism 430 (3 credits).	
(5) Journalism 400 (3 credits).	
(6) One Journalism skills course selected from 306, 310, 336, 338, 403, 405, 406, 407, 410, 432, 436, 438, 491 (3 credits).	
(7) One Journalism topical course selected from 375, 415, 417, 418, 420, 425, 445, 450, 472, 473, 475, 490, 491 (3 credits).	
(8) Journalism 493 (1 credit).	
b. The following courses in departments <i>outside</i> the College of Communication Arts and Sciences: .....	9
(1) Literature: One course (3 credits).	
(2) History: One course (3 credits).	
(3) Economics 201 (3 credits).	
c. <b>Concentration:</b> Four related/thematic courses outside of the Journalism core, of which no more than two may be Journalism, selected from the following themes: business reporting, editorial reporting, electronic news, environmental reporting, international reporting, Journalism history, media marketing, public affairs reporting, sports reporting, visual communication (12 to 16 credits).	
d. Journalism majors must complete a minimum of 80 credits in courses outside of the School of Journalism with no fewer than 65 credits in the liberal arts and sciences.	
e. Journalism majors must complete a minimum of 25 credits in Journalism, but may take up to 40.	
f. Only credits in courses graded on the numerical or Pass-No Pass Grade system may be counted toward the requirements for the Journalism major. Journalism students may not enroll in courses required for the major, including courses in other departments, on a Credit-No Credit basis.	

The School of Journalism stresses the importance of gaining professional experience while pursuing a degree in journalism. Students who have combined classroom work with internships usually find employment. The school and college coordinates internships for students, provides career counseling, and assists seniors and graduate students with job placement.

Insert ①

### Other Programs

*Environmental Studies and Agriscience - Communication concentration:* see the *College of Agriculture and Natural Resources* section of this catalog for courses in Journalism appropriate to this major.

*Engineering Arts:* see the *College of Engineering* section of this catalog for courses appropriate to this major.

### Suggestions for Program Success

Students should pursue the University's Integrative Studies requirements during their freshman and sophomore years. Students should complete Journalism 108 in the freshman year and Journalism 200, 203 & 300 and Economics 201 before the end of the sophomore year.

In order to ensure enrollment in required courses, majors should plan their sophomore, junior and senior year programs with the advice and assistance of academic advisors and faculty.

Today's journalists should have a broad education in the liberal arts, social sciences, and physical and natural sciences. Many courses in literature, history, economics and foreign languages are open to freshmen and sophomores.

### TEACHER CERTIFICATION OPTIONS

The journalism disciplinary major leading to the Bachelor of Arts degree is available for teacher certification.

A journalism disciplinary minor is also available for teacher certification.

Students who elect the journalism disciplinary major or the journalism disciplinary minor must contact the School of Journalism.

For additional information, refer to the statement on *TEACHER CERTIFICATION* in the *Department of Teacher Education* section of this catalog.

**MINOR IN ANIMATION AND COMICS STORYTELLING**

The Minor in Animation and Comics Storytelling, administered by the School of Journalism, provides a strong foundation in history, theory and production of storytelling using animation and comics. Students acquire production skills to visually represent issues, events, narrative, instruction, history and entertainment and use critical thinking as they study storytelling content, context, ethics and the cultural, global and historical impacts of these forms for various media platforms and audiences. Upon completion of the minor, students will have gained necessary skills to research, create and produce traditional, digital, interactive and immersive 2D/3D animation, comics, graphic novels, and cartoons.

The minor is available as an elective to students who are enrolled in bachelor's degree programs at Michigan State University. With the approval of the department and college that administer the student's degree program, the courses that are used to satisfy the minor may also be used to satisfy the requirements for the bachelor's degree.

Students who plan to complete the requirements of the minor should consult the undergraduate adviser in the School of Journalism to apply. Applications will be reviewed prior to semester enrollment.

**Requirements for the Minor in Animation and Comics Storytelling**

Complete 15 credits from the following.

		CREDITS
1.	Both of the following courses (6 credits):	
	JRN 212 2D Animation Storytelling	3
	JRN 213 Comics, Culture and Graphic Novels	3
2.	One of the following courses (3 credits):	
	JRN 338 Visualizing Data with Information Graphics	3
	JRN 413 3D Animation Storytelling	3
3.	Two of the following courses (6 credits):	
	JRN 312 Stop Motion Animation Storytelling	3
	JRN 313 Political Cartoons	3
	JRN 338 Visualizing Data with Information Graphics	3
	JRN 413 3D Animation Storytelling	3
	JRN 445 Images and Messages	3
	Journalism 338 and 413 may not be used to fulfill both requirement 2. and 3.	