COMMUNICATION AND DIGITAL STUDIES

Degree: B.A., Communication and Digital Studies

Department of Communication and Digital Studies (https://cas.umw.edu/cds/)

Communication courses enhance understanding of and skill in oral communication by introducing students to communication theories and by providing opportunities to practice communication in a variety of settings. Courses on the 200-level are performance courses, kept small to allow for individualized instruction.

Courses on the 300-level offer a historical and theoretical approach to the study of human communication behavior and examine how communication activities affect society. Students interested in more intensive training in persuasive speaking can join the University debate team and receive academic credit for participating in regional and national tournaments.

Students who pursue the Communication and Digital Studies major will develop the critical tools to study and use digital technology to effectively communicate in a dynamic new media environment. The interdisciplinary major, which leads to a general liberal arts and studies degree (Bachelor of Arts), provides students with the means to navigate the rapidly changing nature of both communication networks and the world they live in. The course work in this major focuses on new theoretical directions in the field of digital studies, and provides students with a dynamic understanding of how communication practices currently work through digital means and how those practices can be adapted to meet their future needs.

Student Learning Outcomes

- $1. \ Students \ will \ apply \ communication \ theories, \ perspectives, \ principles, \ and \ concepts.$
- Students will articulate personal beliefs about abilities to accomplish communication goals and evaluate personal communication strengths and weaknesses.
- 3. Students will engage in communication scholarship using the research traditions of the discipline; formulate questions appropriate for communication scholarship.
- 4. Students will analyze, critique, and respond to issues in contemporary digital culture and use digital tools and platforms to articulate a thoughtful, critical, digital identity.
- 5. Students will understand how individual liberty, self-determination, and privacy are affected by and subject to data surveillance and algorithmic influences.
- Students will demonstrate current best practices in digital research methodologies for analyzing cultural artifacts, human society, or natural phenomena.
- 7. Students will adapt messages to the diverse needs of individuals, groups and contexts.

- 8. Students will present messages in multiple communication modalities and contexts including the use of software or code to synthesize different ideas into new, original work.
- 9. Students will articulate characteristics of mediated and non-mediated messages.
- 10. Students will select creative and appropriate modalities and technologies, including digital platforms to accomplish communicative goals.
- 11. Students will demonstrate awareness of the conventions and best practices in the platforms and skills used for creative digital work.
- 12. Students will articulate and evaluate the ethical dimensions of a communication situation.
- 13. Students will consume and produce digital knowledge critically, ethically, and responsibly, as well as creatively adapt to emerging technology.
- 14. Students will respect diverse perspectives and the ways they influence communication.
- 15. Students will articulate one's own cultural standpoint and how it affects communication and world view.
- 16. Students will explain the importance of communication in civic life and identify the challenges facing communities and the role of communication in resolving those challenges.
- 17. Students will empower individuals to promote human rights, human dignity and human freedom.
- 18. Students will understand how digital tools and technologies have changed human society and behavior, and how those tools have affected and enabled human political organization and action.

Major Requirements

•					
Code	Title	Credits			
Communication	Core				
COMM 205	Public Speaking	3			
COMM 206	Small Group Communication	3			
COMM 340	Introduction to Rhetoric and Communication	3			
COMM 341	Communication Research Methods	3			
Digital Studies C	ore				
DGST 101	Introduction to Digital Studies	3			
Select one of the	following:	3			
ARTS 104	Digital Approaches to Fine Art				
CPSC 106	Digital Storytelling				
CPSC 110	Introduction to Computer Science				
Any 300- or 400-l	evel DGST course	3			
Capstone		3			
Select one of the	following:				
COMM 460	Seminar in Digital Rhetoric				
DGST 460	Digital Studies Seminar ¹				
Electives					
Select four of the	e following, with at least two at the 300 or 400 leve	el: 12			
ARTS 104	Digital Approaches to Fine Art ¹				
ARTS 219	Digital Video Production				

ARTS 226 Animation ARTS 316 Experimental Documentary ARTS 341 Multiple Imaging ARTS 454 Approaches to Video Art COMM 209 Argumentation COMM 353 Visual Rhetoric COMM 375 Social Media COMM 376 Gender and Communication Campaigns COMM 377 Pop Culture COMM 378 Health Communication COMM 379 Professional Communication COMM 380 Sports & Digital Media COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling 1 CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 301 Special Topics in Digital Studies 1 DGST 302 Creative Coding 1 DGST 305 Media Production to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
ARTS 341 Multiple Imaging ARTS 454 Approaches to Video Art COMM 209 Argumentation COMM 353 Visual Rhetoric COMM 357 Social Media COMM 370 Topics in Speech Communication COMM 375 Not-For-Profit Communication Campaigns COMM 376 Gender and Communication COMM 377 Pop Culture COMM 378 Health Communication COMM 379 Professional Communication COMM 380 Sports & Digital Media COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling 1 CPSC 110 Introduction to Computer Science 1 CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies 1 DGST 302 Creative Coding 1 DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
ARTS 454 Approaches to Video Art COMM 209 Argumentation COMM 353 Visual Rhetoric COMM 375 Social Media COMM 370 Topics in Speech Communication COMM 375 Not-For-Profit Communication Campaigns COMM 376 Gender and Communication COMM 377 Pop Culture COMM 378 Health Communication COMM 379 Professional Communication COMM 380 Sports & Digital Media COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling 1 CPSC 110 Introduction to Computer Science 1 CPSC 350 Applications of Databases CPSC 444 3D Computer Graphics CPSC 444 Advanced Web Application Development CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies 1 DGST 302 Creative Coding 1 DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
COMM 209 Argumentation COMM 353 Visual Rhetoric COMM 357 Social Media COMM 370 Topics in Speech Communication COMM 375 Not-For-Profit Communication Campaigns COMM 376 Gender and Communication COMM 377 Pop Culture COMM 378 Health Communication COMM 379 Professional Communication COMM 380 Sports & Digital Media COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling 1 CPSC 110 Introduction to Computer Science 1 CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies 1 DGST 302 Creative Coding 1 DGST 303 Digital Media Studio 1 DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
COMM 353 Visual Rhetoric COMM 357 Social Media COMM 370 Topics in Speech Communication COMM 375 Not-For-Profit Communication Campaigns COMM 376 Gender and Communication COMM 377 Pop Culture COMM 378 Health Communication COMM 379 Professional Communication COMM 380 Sports & Digital Media COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling 1 CPSC 110 Introduction to Computer Science 1 CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies 1 DGST 302 Creative Coding 1 DGST 303 Digital Media Studio 1 DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
COMM 370 Topics in Speech Communication COMM 375 Not-For-Profit Communication Campaigns COMM 376 Gender and Communication COMM 377 Pop Culture COMM 378 Health Communication COMM 379 Professional Communication COMM 380 Sports & Digital Media COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling 1 CPSC 110 Introduction to Computer Science 1 CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies 1 DGST 302 Creative Coding 1 DGST 303 Digital Media Studio 1 DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
COMM 370 Topics in Speech Communication COMM 375 Not-For-Profit Communication Campaigns COMM 376 Gender and Communication COMM 377 Pop Culture COMM 378 Health Communication COMM 379 Professional Communication COMM 380 Sports & Digital Media COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling 1 CPSC 110 Introduction to Computer Science 1 CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies 1 DGST 302 Creative Coding 1 DGST 303 Digital Media Studio 1 DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
COMM 375 Not-For-Profit Communication Campaigns COMM 376 Gender and Communication COMM 377 Pop Culture COMM 378 Health Communication COMM 379 Professional Communication COMM 380 Sports & Digital Media COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling ¹ CPSC 110 Introduction to Computer Science ¹ CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies ¹ DGST 302 Creative Coding ¹ DGST 303 Digital Media Studio ¹ DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
COMM 376 Gender and Communication COMM 377 Pop Culture COMM 378 Health Communication COMM 379 Professional Communication COMM 380 Sports & Digital Media COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling 1 CPSC 110 Introduction to Computer Science 1 CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies 1 DGST 302 Creative Coding 1 DGST 303 Digital Media Studio 1 DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 395 Applied Digital Studies
COMM 377 Pop Culture COMM 378 Health Communication COMM 379 Professional Communication COMM 380 Sports & Digital Media COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling 1 CPSC 110 Introduction to Computer Science 1 CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies 1 DGST 302 Creative Coding 1 DGST 303 Digital Media Studio 1 DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
COMM 378 Health Communication COMM 379 Professional Communication COMM 380 Sports & Digital Media COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling 1 CPSC 110 Introduction to Computer Science 1 CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies 1 DGST 302 Creative Coding 1 DGST 303 Digital Media Studio 1 DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
COMM 379 Professional Communication COMM 380 Sports & Digital Media COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling ¹ CPSC 110 Introduction to Computer Science ¹ CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies ¹ DGST 302 Creative Coding ¹ DGST 303 Digital Media Studio ¹ DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 395 Applied Digital Studies
COMM 380 Sports & Digital Media COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling 1 CPSC 110 Introduction to Computer Science 1 CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies 1 DGST 302 Creative Coding 1 DGST 303 Digital Media Studio 1 DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
COMM 381 Hip-Hop Culture CPSC 106 Digital Storytelling ¹ CPSC 110 Introduction to Computer Science ¹ CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies ¹ DGST 302 Creative Coding ¹ DGST 303 Digital Media Studio ¹ DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
CPSC 106 Digital Storytelling ¹ CPSC 110 Introduction to Computer Science ¹ CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies ¹ DGST 302 Creative Coding ¹ DGST 303 Digital Media Studio ¹ DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
CPSC 350 Applications of Databases CPSC 340 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies 1 DGST 302 Creative Coding 1 DGST 303 Digital Media Studio 1 DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
CPSC 350 Applications of Databases CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies ¹ DGST 302 Creative Coding ¹ DGST 303 Digital Media Studio ¹ DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
CPSC 440 Game Programming CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies ¹ DGST 302 Creative Coding ¹ DGST 303 Digital Media Studio ¹ DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
CPSC 444 3D Computer Graphics CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies DGST 302 Creative Coding DGST 303 Digital Media Studio DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
CPSC 448 Advanced Web Application Development CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies ¹ DGST 302 Creative Coding ¹ DGST 303 Digital Media Studio ¹ DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
CPSC 460 Human-Computer Interaction DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies ¹ DGST 302 Creative Coding ¹ DGST 303 Digital Media Studio ¹ DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
DGST 201 Tinkering, Hacking, and Making DGST 301 Special Topics in Digital Studies ¹ DGST 302 Creative Coding ¹ DGST 303 Digital Media Studio ¹ DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
DGST 301 Special Topics in Digital Studies ¹ DGST 302 Creative Coding ¹ DGST 303 Digital Media Studio ¹ DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
DGST 302 Creative Coding ¹ DGST 303 Digital Media Studio ¹ DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
DGST 303 Digital Media Studio ¹ DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
DGST 305 Introduction to Video Production DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
DGST 306 Media Production for Social Change DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
DGST 310 Virtual and Augmented Reality DGST 395 Applied Digital Studies
DGST 395 Applied Digital Studies
ENGL 203 Writing with Digital Media
ENGL 245 Introduction to Cinema Studies
ENGL 253 Games and Culture
ENGL 314 The Literary Journal: Professional Practice in
Publishing and Editing
ENGL 317A Writing & Literacy in the Digital Age
ENGL 345 Film, Text, and Culture
ENGL 350 Electronic Literature
ENGL 386 The Graphic Novel
ENGL 451 Seminar in New Media
HISP 303A Archives and Society
HIST 325 Technology and Culture
HIST 427 History of the Information Age
HIST 428 Digital History
JOUR 200 News Journalism
JOUR 300 Investigative Journalism
Joon Joo Investigative Journalism
JOUR 301 Magazine Journalism
JOUR 301 Magazine Journalism
JOUR 301 Magazine Journalism JOUR 380 Practicum in Journalism (for up to 3 credits)
JOUR 301 Magazine Journalism JOUR 380 Practicum in Journalism (for up to 3 credits) MUTC 100 Technology for Musicians

Total Credits			
	Up to three cre	dits in COMM 499, DGST 499 or JOUR 499	
	Internship		
	Up to three cre DGST 492, or J	dits in COMM 491, COMM 492, DGST 491, OUR 491.	
	Individual Study		
	RELG 104	Podcasting Religious Studies	
	PSCI 450	US Political Film	
	PSCI 363	Mass Media Politics	
	MUTC 370	Electroacoustic Techniques	
	MUTC 330	Audio Production	
	MUTC 320	Audio Recording	

¹ May be taken as electives if not used in the Digital Studies Core or Capstone.

General Education Requirements

The general education requirements for Bachelor of Arts/Bachelor of Science degrees (https://catalog.umw.edu/undergraduate/general-education/requirements-bachelor-arts-bachelor-science-degrees/) apply to all students who are seeking to earn an undergraduate B.A., B.S. or B.S.Ed. degree.

Students seeking a Bachelor of Liberal Studies degree have a separate set of BLS general education requirements (https://catalog.umw.edu/undergraduate/general-education/requirements-bachelor-liberal-studies-degrees/).

Electives

Elective courses are those that are not needed to fulfill a general education requirement or major program requirement but are chosen by the student to complete the 120 credits required for graduation with a B.A./B.S./B.S.Ed. degree or the BLS degree. These courses may be taken graded or pass/fail (or S/U in the case of physical education and 100-level dance). No student in a regular B.A./B.S./B.S.Ed. program may count more than 60 credits in a single discipline toward the 120 credits required for graduation.

Total Credits Required for the Degree: 120 credits

Plan of Study

This suggested plan of study should serve as a guide to assist students when planning their course selections. It is not a substitute for a student's Degree Evaluation or the Program Requirements listed for this major in the catalog. Academic planning is the student's responsibility, and course selections should be finalized only after speaking with an advisor. Students should familiarize themselves with the catalog in effect at the time they matriculated at the University of Mary Washington. Students should also familiarize themselves with general education requirements (https://catalog.umw.edu/undergraduate/general-education/) which can be fulfilled through general electives as well as major/minor course requirements. Course requirements and sequencing may vary with AP, IB, CLEP, Cambridge or previous coursework, transfer courses, or other conditions. To be considered full-time, an undergraduate student must be enrolled in 12 or more credits for the semester.

Course	Title	Credits
Freshman		
Fall		
DGST 101	Introduction to Digital Studies	3
FSEM 100	First-Year Seminar	3
General Education Course		9
	Credits	15
Spring		
COMM 205	Public Speaking	3
General Education Course		12
	Credits	15
Sophomore		
Fall		
ARTS 104 or CPSC 106	Digital Approaches to Fine Art	3
or CPSC 100	or Digital Storytelling or Introduction to Computer Science	
COMM 206	Small Group Communication	3
General Education Course	·	9
	Credits	15
Spring	5.54.1.5	
300 or 400-Level DGST Co	ourse	3
General Education Course		12
	Credits	15
Junior	5.54.1.5	
Fall		
COMM 340	Introduction to Rhetoric and Communication	3
Elective for Major ¹		3
General Electives		9
	Credits	15
Spring		
COMM 341	Communication Research Methods	3
Elective for Major ¹		3
General Electives		9
	Credits	15
Senior		
Fall		
Two Electives for Major ¹		6
General Electives		9
	Credits	15
Spring		
COMM 460	Seminar in Digital Rhetoric	3
or DGST 460	or Digital Studies Seminar	
COMM 499	Internship	3
General Electives		9
	Credits	15
	Total Credits	120

At least two of the four required electives for the major must be at the 300 or 400 level. See Requirements (p. 1) for a complete list of elective options.

Communication and Digital Studies Faculty

P. Anand Rao, Chair and Career Advisor (Communication) Zachary N. Whalen, Career Advisor (Digital Studies)

Professor

P. Anand Rao

Associate Professor

Adria Y. Goldman Zachary N. Whalen Elizabeth A. Johnson-Young Sushma Subramanian

Assistant Professors

Emily D. Crosby James [J.D.] D. Swerzenski