SPM 1883 Introduction to eSports

Description: This course introduces students to eSports. Students will learn about this history of eSports, the rapidly growing world of gaming, genres, streaming, lifestyle, careers, and the various eSports communities to understand how their different roles affect each other. We will begin to explore ways in which eSports are deeply rooted within media and broadcasting. Students will be able to demonstrate their ability to work as a group through team building exercises and effective team communication.

Credit hours: 3
Contact hours: Lecture: 3 Contact: 3
Levels: Undergraduate
Schedule types: Lecture
Department/School: Media & Strategic Comm

SPM 2843 Sports and the Media

Prerequisites: Departmental majors only.

Description: The introductory course for sports media majors. Sports is a major industry in the United States today, and this course is designed to study that industry and the opportunities for and responsibilities of the journalists who cover it. Topics covered include the evolution of the sports media, sports media relations, ethics and the sports media, racial and gender issues in sports and the media, and multimedia sports journalism in the 21st century. Course previously offered as JB 2843.

Credit hours: 3
Contact hours: Lecture: 3 Contact: 3
Levels: Undergraduate
Schedule types: Lecture
Department/School: Media & Strategic Comm

SPM 3880 Topics in eSports

Prerequisites: SPM 2843 and MC 2003 and MC 2023 with a grade of “C” or better in each; and pass proficiency review.

Description: This course introduces students to various types of radio and television sports stories in the media. Students will learn to write in the aural style for broadcast/Web cast format. The course will emphasize the presentation of performance situations, such as producing and anchoring radio and television sportscasts. Students will be graded based on a combination of projects and testing.

Credit hours: 3
Contact hours: Lecture: 2 Lab: 2 Contact: 4
Levels: Undergraduate
Schedule types: Lab, Lecture, Combined lecture and lab
Department/School: Media & Strategic Comm

SPM 3880 Topics in eSports

Description: Special topics in the field of eSports such as: eSports history, on-air talent, broadcasting, competition management, program coordination, brand management, promotion and advertising. Course content varies by semester. Each topic covered in the course is intended to broaden students’ horizons on the scope of, and ability to participate in, the eSports universe. No credit for students with previous credit for this course with same subtitle.

Credit hours: 1-3
Contact hours: Lecture: 1-3 Contact: 1-3
Levels: Undergraduate
Schedule types: Lecture
Department/School: Media & Strategic Comm

SPM 3880 Topics in eSports

Description: Special topics in the field of eSports such as: eSports history, on-air talent, broadcasting, competition management, program coordination, brand management, promotion and advertising. Course content varies by semester. Each topic covered in the course is intended to broaden students’ horizons on the scope of, and ability to participate in, the eSports universe. No credit for students with previous credit for this course with same subtitle.

Credit hours: 1-3
Contact hours: Lecture: 1-3 Contact: 1-3
Levels: Undergraduate
Schedule types: Lecture
Department/School: Media & Strategic Comm
SPM 4053 Sports Announcing

Prerequisites: MMJ 3153 and MMJ 3263 with a grade of "C" or better; and pass proficiency review.

Description: Focuses on the theory and practice of electronic media sports coverage, with an emphasis on the role, skills and practices of radio and TV sports announcers and electronic sports media journalism. The class includes play-by-play broadcasts and a class project. Course previously offered as JB 4053.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3
Levels: Undergraduate
Schedule types: Lecture
Department/School: Media & Strategic Comm

SPM 4560 Specialized Sports Media Applications

Prerequisites: SPM 2843, and (SC 3353 or MMJ 3263 or MMJ 3153 with a grade of "C" or better); and pass proficiency review.

Description: Professional sports media at an advanced level. Special topics in areas such as sports media production, announcing, performance; sports feature, column and editorial writing. Course content varies by semester. No credit for students in MC 5560 during same semester or with same subtitle. Course previously offered as JB 4560. Offered for fixed 3 credit hours, maximum of 6 credit hours.

Credit hours: 3

Contact hours: Contact: 3 Other: 3
Levels: Undergraduate
Schedule types: Independent Study
Department/School: Media & Strategic Comm

SPM 4813 Sports Media Production

Prerequisites: SPM 2843 and MMJ 3263 and MMJ 3913 with a grade of "C" or better; and pass proficiency review.

Description: After completing this course students will be able to develop, write, pre-produce, produce, perform as talent and post-produce programming for broadcast sports media. By becoming proficient with specific production and performance techniques, you will be qualified to pursue an internship and/or employment with a media organization. Previously offered as JB 4813.

Credit hours: 3

Contact hours: Lecture: 2 Lab: 2 Contact: 4
Levels: Undergraduate
Schedule types: Lab, Lecture, Combined lecture and lab
Department/School: Media & Strategic Comm

SPM 4833 Sports Information Systems

Prerequisites: MMJ 3263 or SPM 3813 with a grade of "C" or higher; and pass proficiency review.

Description: This course teaches basic skills needed to work in sport public relations/sport media relations. Students produce their own game stories, apply AP Style sports writing, utilize Stat Crew software, how to keep and record statistics, and best practices for using social media and handling crises communication in sports.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3
Levels: Undergraduate
Schedule types: Lecture
Department/School: Media & Strategic Comm

SPM 4853 Advanced Sports Writing

Prerequisites: SPM 2843 and SPM 3813 and MMJ 3263 with a grade of "C" or better in each; and pass proficiency review.

Description: Advanced sports writing and reporting, which includes a wide variety of writing and reporting assignments, leading to an emphasis on enterprise and investigative reporting, as well as long-form features. Final projects should be of such quality to serve as the lead products in individual student portfolios. Same course as JB 3853 and SPM 3853.

Credit hours: 3

Contact hours: Lecture: 2 Lab: 2 Contact: 4
Levels: Undergraduate
Schedule types: Lab, Lecture, Combined lecture and lab
Department/School: Media & Strategic Comm

SPM 4883 Sports Media Capstone

Prerequisites: SPM 3863 and MMJ 4393 each with a grade of "C" or better, and either SPM 4853 or SPM 4813 each with a grade of "C" or better or concurrent enrollment in one; and pass proficiency review.

Description: Capstone course for multimedia sports majors, giving them the opportunity to apply the skills they have learned to a final project that will be coordinated with a media outlet with the goal of publication. In addition, students will work on writing for print and electronic media, multimedia sports programming, management skills, and ethics and cultural issues in sports media. Course previously offered as JB 4883.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3
Levels: Undergraduate
Schedule types: Lecture
Department/School: Media & Strategic Comm

SPM 4933 Sports Information Capstone

Prerequisites: SPM 3783, SPM 3813 and SPM 4833, and MMJ 3153 and MMJ 4393 and SC 3753 with a grade of "C" or better in each; and pass proficiency review.

Description: This course examines critical, contemporary issues, and teaches skills and best practices needed for sports information and the sports public relations profession. Particular focus is placed on best practices and responses in the digital age.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3
Levels: Undergraduate
Schedule types: Lecture
Department/School: Media & Strategic Comm