

# ENTERTAINMNT RECORD INDUS MGMT (ERM)

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**ERM 510 Rec Indus Mgmt & Futur Sprt En (3 Credits)****Lecture:** 3, **Lab:** 0

This course allows students to analyze the emergence and significance of internet blogs, social media, convergence of sports and entertainment associated with journalism, video games, and fantasy sports; economic, regulatory, music, recording industry and cultural forces that shape sports and entertainment. 3 hours per week.

**College/School:** School of Communication**Department:** Dept of Radio, TV and Film**ERM 805 Curr Trends InnSprt & Ent Mgmt (3 Credits)****Lecture:** 3, **Lab:** 0

This course explores the current trends in sports and entertainment and their impact on other industries and sectors. Students will explore the dynamics associated with building winning traditions in sports and developing the entertainment enterprise via technology and harnessing the dynamics between fan and franchise through a continuous innovation mindset. 3 hours per week

**College/School:** School of Communication**Department:** Dept of Radio, TV and Film**ERM 810 Sprts & Entertain Event Produ (3 Credits)****Lecture:** 3, **Lab:** 0

This course will explore digital, radio and TV technologies to produce content for various platforms. It explores the potential future impacts of new, emerging, and rapidly evolving technologies on organizations and the industry. Students will review concepts and analyze what constitutes the production and event management of global sports and entertainment in the media enterprise. 3 hours per week

**College/School:** School of Communication**Department:** Dept of Radio, TV and Film**ERM 905 Sprt Comm & Enter Mgmt Seminar (3 Credits)****Lecture:** 3, **Lab:** 0

This course allows students to explore the insights that foster professional growth and development as a college instructor. This course examines the scholarship of teaching sports communication and entertainment management and developing optimal learning environments and the analyzing critical issues in sports communication and entertainment management education. 3 hours per week

**College/School:** School of Communication**Department:** Dept of Radio, TV and Film**ERM 910 Sprt Ent & Modern Cult Seminar (3 Credits)****Lecture:** 3, **Lab:** 0

This course critically engages popular culture and its intersection with sports and entertainment. This course explores cultural values and a produce of cultural meaning in its association with sports and entertainment. Students will have the opportunity to identify important economic, political, and social texts in popular culture. 3 hours per week

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