

ENTERTAINMENT RECORD INDUS MGMT (ERIM/ERM)

ERIM 130 Introduction to the Recording Industry (3 Credits)

Lecture: 3

Examines the development, current policies and issues, organizational structure, function and economics, domestic and global institutions of the recording industry. Prerequisite: None.

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 132 Fundamentals of Audio (3 Credits)

Lecture: 3

An introduction to the principles and techniques of audio recording and music production. Topics in this course include the physics of sound, studio acoustics, analog and digital audio, and computer-based recording systems. Students will obtain an in-depth understanding of the making of professional-sounding audio. Prerequisite: None

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 205 Introduction to Entertainment Business and Financing (3 Credits)

Lecture: 3

The fundamental understanding of personal finances management and business methods for entertainment practitioners. Prerequisite: None

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 210 Introduction to Entertainment Production Tools (4 Credits)

Lecture: 4

A hands-on course to the state-of-the-art audio and music production tools and techniques used in a professional recording studio. The process and methods of audio engineering and recording arts in production and postproduction stages for all sorts of media production. Prerequisite: None

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 234 Introduction to Multimedia (3 Credits)

Lecture: 3

This course is an introduction to the concepts and techniques of multimedia, providing hands-on experience in basic multimedia disciplines including graphic design, image processing, sound design, video production and Web design. This is an active-learning course focusing on creative assignments. Prerequisite: None

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 300 Intellectual Property in Entertainment Management (3 Credits)

Lecture: 3

This course investigates the value of intellectual property to an entrepreneurial venture and for the students to learn how to create, protect, and preserve intellectual capital. Students will develop higher-level critical thinking skills, evidenced by analysis, evaluation, and synthesis.

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 305 Ethnic Entertainment (3 Credits)

Lecture: 3

Examines the role of African Americans and other ethnic entertainment in the new world. surveys the contributions of African, Caribbean, Latin American and other cultures. Prerequisite: ERIM 130 and ERIM 132.

Prerequisite(s): (ERIM 130 and ERIM 132)

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 310 Publishing and Media Policy (3 Credits)

Lecture: 3

Examines legal foundations to intellectual property rights, copyright, current policies, industry structure, processes, corporations, administrative associations, marketplaces, and new issues. Prerequisite: ERIM 130 and ERIM 132.

Prerequisite(s): ERIM 130 and ERIM 132

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 315 Live Sound Production (4 Credits)

Lecture: 4

This course introduces students to the techniques and concepts of live sound production. Students will gain hands-on experience in setting up, configuring and operating complex live sound systems as well as in microphone and mixing techniques for live sound reinforcement and real-time troubleshooting. Prerequisite: ERIM 130 and ERIM 132.

Prerequisite(s): (ERIM 130 and ERIM 132)

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 320 Artist Management (3 Credits)

Lecture: 3

Covers all aspects of managing the careers of music or entertainment artists, from business to publishing and public relation to contract negotiation. Students will learn the professional techniques in approaching artist management. Prerequisite: ERIM 130 and ERIM 132.

Prerequisite(s): ERIM 130 and ERIM 132

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 330 Business Development and Portfolio (3 Credits)

Lecture: 3

Covers the essentials of developing a professional business plan. Students will learn how to research, evaluate, strategize, and launch a business for a career. Three hours of lecture per week. Prerequisites: ERIM 130, ERIM 205, ERIM 310, ERIM 320, ERIM 330.

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 340 Sound Design (3 Credits)**Lecture:** 3

Exploring the concepts and techniques of sound design for a variety of needs. Students will gain hands-on experience in art and practices of sound effects and soundtrack creation, Foley studio work, field recordings, digital signal processing and MIDI-based music composition. Prerequisite: ERIM 130 and ERIM 132.

Prerequisite(s): ERIM 130 and ERIM 132

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 345 Sound Synthesis Techniques (3 Credits)**Lecture:** 3

Exploring sound synthesis and its applications in music production, sound design, video post-production, computer game development and the communication industry. Students will gain understanding of synthesis methods and work with the new generation of hybrid (analog/digital) synthesis. Prerequisite: ERIM 130 and ERIM 132.

Prerequisite(s): ERIM 130 and ERIM 132

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 350 Audio for Computer Games (3 Credits)**Lecture:** 3

This course introduces students to the development process of computer games and how sound is incorporated in this process. Students will learn about the unique characteristics of sound design for computer games, will acquire programming skill, engage in hands-on projects, and create a diverse portfolio. Prerequisite: ERIM 130 and ERIM 132.

Prerequisite(s): ERIM 130 and ERIM 132

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 355 Multimedia Production (3 Credits)**Lecture:** 3

This is an advanced level course going deeper into the art and craft of multimedia production. Students are expected to enter this course with basic familiarity with non-linear audio and video editing. Topics include advanced multimedia editing, visual and sound effects, and interactive digital media. Prerequisite: None Prerequisite: ERIM 130 and ERIM 132.

Prerequisite(s): (ERIM 130 and ERIM 132)

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 365 Digital Graphics and Imaging (3 Credits)**Lecture:** 3

This course focuses on the creation, manipulation and critical interpretation of digital graphics and imaging for multimedia applications including web design and social media. The course provides a thorough introduction to raster image editing and vector graphics creation software. Prerequisite: ERIM 260.

Prerequisite(s): ERIM 260

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Department: Department of Entertainment & Recording Industry Management

ERIM 370 Multimedia Web Development (3 Credits)**Lecture:** 3

This course introduces students to programming, design concepts and techniques used in Web site development. Topics include HTML and CSS programming, JavaScript programming, multimedia and interactivity. Upon completion, students should be able to deploy an interactive, multi-page Website. Prerequisite: ERIM 130 and ERIM 132.

Prerequisite(s): ERIM 130 and ERIM 132

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 375 Introduction to Game Development (3 Credits)**Lecture:** 3

This course will focus on computer game design and related multimedia concepts and techniques as well as related computer programming and application development. Students will understand the fundamentals of game design and will gain hands-on experience in computer game development.

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 410 Advanced Entertainment Production Techniques: Practice and Theory (3 Credits)**Lecture:** 3

The course will cover the current methods utilized in the recording industry. Students will be responsible for producing professional quality sound using the techniques acquired in the introductory course (ERIM 210). Students, under the supervision of instructors create, engineer and record music and audio track for various media. Prerequisite: ERIM 205 and ERIM 210.

Prerequisite(s): ERIM 205 and ERIM 210

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 420 Merchandizing and Branding (3 Credits)**Lecture:** 3

Covers promotional and branding techniques used in music and entertainment business. A comprehensive course with emphasis on the retail strategies used in music and entertainment product promotion, from designing and packaging to promoting and distribution. Prerequisite: ERIM 205.

Prerequisite(s): ERIM 205

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 430 Interactive Sound Systems (3 Credits)**Lecture:** 3

This course focuses on the design and development of interactive sound systems for live performances. Students will develop an in-depth understanding of interactive sound programming environment such as Max/MSP, C-Sound and Super Collider and will develop new interfaces and creative tools. Prerequisite: ERIM 210.

Prerequisite(s): ERIM 210

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 435 Interactive Multimedia Environments (3 Credits)**Lecture:** 3

An introduction to the concepts and techniques used in the development of interactive multimedia. Students will create projects that incorporate interactivity, allowing users to make content-related choices. Students will identify target audience and the type of techniques that will meet the project's goals. Prerequisite: ERIM 205 and ERIM 210.

Prerequisite(s): ERIM 205 and ERIM 210

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 445 Digital Animation (3 Credits)**Lecture:** 3

This course introduces students to digital animation in 2D and 3D interactive workspaces. The course provides students the skills to produce digital animation in various development environments. Students will work on creative projects throughout the semester leading up to a representative Portfolio. Prerequisite: ERIM 260.

Prerequisite(s): ERIM 260

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 450 Entertainment Management (3 Credits)**Lecture:** 3, **Lab:** 0

The course explores in-depth legal and ethical areas of entertainment management including individual artists, venues, sports, music, and related organizations. Topics may vary. Prerequisite: ERIM 205.

Prerequisite(s): ERIM 205

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 455 Special Topics in ERIM (3 Credits)**Lecture:** 3

The course explores in-depth selected topics in entertainment, recording industry, sports and pop-culture with focus on topics such as the participation in the entertainment business, branding, social media presence, and non-profits participation. Prerequisite: ERIM 205 and ERIM 210.

Prerequisite(s): ERIM 205 and ERIM 210

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 459 Media and Communication in eSports & Entertainment (3 Credits)**Lecture:** 3

This course provides students with an overview of the sport communication field of eSports and entertainment. Students will place communication within the broader field of sports communication. Student will be exposed to personal and organizational aspects of communication in eSports.

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 460 Interactive Media Interfaces (3 Credits)**Lecture:** 3

This course introduces students to concepts of interactivity as well as techniques used in the design and development of interactive media. Students will learn to build interactive media interfaces for variety of purposes ranging from performing arts applications to social media. Prerequisite: ERIM 234.

Prerequisite(s): ERIM 234

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 470 Surround Sound (3 Credits)**Lecture:** 3

This course examines the fundamentals of sound spatialization and the techniques used to create surround sound. The course will explore the perception of sound in space and various techniques for the creation of standard and innovative surround sound environments. Prerequisite: ERIM 205 and ERIM 210.

Prerequisite(s): ERIM 205 and ERIM 210

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 498 Internship (3 Credits)**Lecture:** 3

An internship experience provides the student with an opportunity to explore career interests while applying knowledge and skills learned in the classroom in a professional planning setting. It also provides an opportunity to build professional networks.

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERIM 499 Master Projects (4 Credits)**Lecture:** 4

A capstone and Exit Exam course for ERIM majors. Students will be responsible for creating and designing a comprehensive proposal demonstrating their mastery of skills acquired throughout the program. Each student will be responsible for designing and researching a music or entertainment venture and produce business, financial, and marketing plans. Four hours of lecture per week with studio and field time to be arranged. Prerequisite: ERIM 205.

Prerequisite(s): ERIM 205

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERM 132 Fundamentals of Audio (3 Credits)**Lecture:** 3

An Introduction to the principles and techniques of audio recording and music production. Topics include the physics of sound, studio acoustics, analog and digital audio, and computer based recording systems. Students will obtain an in-depth understanding of the making of professional-sounding audio. 3 hours per week.

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERM 215 Live Sound Production (4 Credits)**Lecture:** 4

Prerequisite(s): ERM 132

College/School: School of Communication

Department: Department of Entertainment & Recording Industry Management

ERM 300 The Recording Industry (3 Credits)**Lecture:** 3, **Lab:** 0

The Recording Industry (3) Examines the development, current policies and issues, organizational structure, function and economics, domestic and global institutions of the recording industry.

College/School: School of Communication**Department:** Department of Entertainment & Recording Industry Management**ERM 305 Ethnic Entertainment (3 Credits)****Lecture:** 3, **Lab:** 0

Examines the role of African Americans and other ethnic entertainment in the new world; Examines the contribution of African, Caribbean, Latin American, and other cultures on ethnic entertainment in the new world. Three hours of lecture per week..

College/School: School of Communication**Department:** Department of Entertainment & Recording Industry Management**ERM 325 Special Topics Entertainment (3 Credits)****Lab:** 3

This course covers current and relevant issues in entertainment and the recording industry. topics will vary.

College/School: School of Communication**Department:** School of Communication**ERM 410 Advanced Enter Prod Techniques (4 Credits)****Lecture:** 4

The course will cover the current methods utilized in the recording industry. Students will be responsible for producing professional quality sound using the techniques acquired in the introductory course (ERM 210). Students, under the supervision of instructors, create, engineer and record music and audio track for various media. Three hours of lecture per week. Prerequisite: ERM 210.

College/School: School of Communication**Department:** Department of Entertainment & Recording Industry Management**ERM 420 Merchandizing and Branding (3 Credits)****Lecture:** 3

Covers promotional and branding techniques used in music and entertainment business. A comprehensive course with emphasis on the retail strategies used in music and entertainment product promotion from designing and packaging to promoting and distribution. Three hours of lecture per week. Prerequisites:ERM 130, ERM 205, ERM 310, ERM 320, ERM 330.

College/School: School of Communication**Department:** Department of Entertainment & Recording Industry Management**ERM 452 Sports Entertainment & Pop Cul (3 Credits)****Lecture:** 3, **Lab:** 0

This course explores sports, entertainment and popular culture. This course explores cultural norms in its association with sports and entertainment. Students will analyze the consumption of popular culture via lived experiences. 3 hours per week

College/School: School of Communication**Department:** Department of Entertainment & Recording Industry Management**ERM 454 Foundations In eSports & Enter (3 Credits)****Lecture:** 3, **Lab:** 0

This course is an introduction to eSports and entertainment Industry. It reviews the conceptual system of eSports from developers, events, leagues and facilities to history. The course gives students an opportunity to work with eSports industry stakeholders and business ventures capitalist related to eSports franchises and national associations. 3 hours per week

College/School: School of Communication**Department:** Department of Entertainment & Recording Industry Management**ERM 456 eSports & Entertainment II (3 Credits)****Lecture:** 3, **Lab:** 0

This course provides a comprehensive review of the eSport and entertainment industry as they relate to eSports teams, performance, administration, marketing, and business management. Students will review the eSport and entertainment industry modeling methods associated with sponsorship, program and development. 3 hours per week

College/School: School of Communication**Department:** Department of Entertainment & Recording Industry Management**ERM 458 Contemp Issues in eSpts & Ent (3 Credits)****Lecture:** 3, **Lab:** 0

This course reviews current issues in eSports associated with player performance and business models. Students will examine current issues in the eSports industry through readings, assignments and projects. 3 hours per week

College/School: School of Communication**Department:** Department of Entertainment & Recording Industry Management