DEPARTMENT OF ENTERTAINMENT AND THE RECORDING INDUSTRY MANAGEMENT

Undergraduate Degree(s):

Entertainment and Recording Industry Management (Entrepreneurship & Entertainment Management Concentration), Bachelor of Arts (https://catalog.tsu.edu/undergraduate/schools-colleges/communication/entertainment-and-the-recording-industry-management/ERIM-Entrepreneurship-and-Entertainment-Management-Concentration-ba/)

Entertainment and Recording Industry Management (Esports & Sports Entertainment Concentration), Bachelor of Arts (https://catalog.tsu.edu/undergraduate/schools-colleges/communication/entertainment-and-the-recording-industry-management/ERIM-Esports-and-Sports-Entertainment-Concentration-ba/)

Entertainment and Recording Industry Management (Multimedia Creation Concentration), Bachelor of Arts (https://catalog.tsu.edu/undergraduate/schools-colleges/communication/entertainment-and-the-recording-industry-management/erim-multimedia-creation-concentration-ba/)

Entertainment and Recording Industry Management (Sound & Audio Production Concentration), Bachelor of Arts (https://catalog.tsu.edu/undergraduate/schools-colleges/communication/entertainment-and-the-recording-industry-management/ERIM-Sound-and-Audio-Production-Concentration-ba/)

Minor(s):

Entertainment and Recording Industry Management, Minor (https://catalog.tsu.edu/undergraduate/schools-colleges/communication/entertainment-and-the-recording-industry-management/entertainment-recording-industry-management-minor/)

MISSION, GOALS, AND OBJECTIVES

The Entertainment and Recording Industry Management program is a student-centered comprehensive undergraduate program committed to ensuring quality education, offering innovative concentrations that are responsive to its industry…ultimately transforming diverse students into lifelong learners, engaged citizens, and creative leaders in their local, national, and global communities. We are committed to incorporating innovative teaching techniques and the most recent theories, research, and practices of the Entertainment and Recording Industry Management through an interdisciplinary approach.

Texas Southern University will host the world's most diverse, prestigious, and comprehensive Entertainment and Recording Industry Management Department. The Department's objective is to motivate the students to develop their own learning interests and critical thinking to establish a learner-centered environment in the classroom.

Qualified transfer students may transfer up to sixty (60) credit hours from a community college or an accredited institution in any technical area related to Entertainment and the Recording Industry.

Our students have access to a rich variety of resources including:

- Award-winning faculty who are industry experts, working professionals, and accomplished scholars, including local and regional award winners, documentary and feature filmmakers, radio personalities, writers, editors, and producers.
- State-of-the-art television, film, and radio facilities including a radio station, KTSU 90.9 FM Radio (The Choice), in which to work and learn, as early as the first year
- Unparalleled real-world experience on and off-campus, including hundreds of internship opportunities within 30 miles of Houston, the 4th largest city and 8th largest media market in the U.S.
- Selecting a concentration is required for students seeking a degree in Entertainment and Recording Industry Management. Students should meet with an academic advisor in ERIM before the end of their first year to select a concentration. We offer four concentrations in ERIM:
  - Sound & Audio Production Concentration
  - Multimedia Creation Concentration
  - Entrepreneurship & Entertainment Management Concentration
  - Esports & Sports Entertainment Concentration

DEGREE REQUIREMENTS

Students pursuing baccalaureate degrees in the Department of Communication Studies first must be admitted into the university, and meet their ASSET responsibility, before meeting degree program requirements. In order to attain the Bachelor of Arts in Entertainment and Recording Industry Management, students must select from **the 4 curriculum concentrations:**

- Sound & Audio Production Concentration
- Multimedia Creation Concentration
- Entrepreneurship & Ente11ainment Management Concentration
- Esports & Sports Entertainment Concentration

In major courses, including ENGL 1301 Freshman English I and ENGL 1302 Freshman English II, grades less than "C"--including "C-"-- are not acceptable. Those courses must be repeated.

In order to receive a baccalaureate degree in Entertainment and Recording Industry Management program, students must complete 120 semester hours. These must include major courses totaling general education courses (core curriculum) totaling 42 hours, 41 major credit hours, 15 concentration hours, and 22 credit hours of major electives. In no case is an undergraduate student qualified to graduate unless he/she has completed 120 credits hours. For a student to be granted a baccalaureate degree by the Department of Entertainment and Recording Industry Management, the requirements must be met under the supervision of the major advisor.

- Entertainment and Recording Industry Management (Entrepreneurship & Entertainment Management Concentration) (https://catalog.tsu.edu/undergraduate/schools-colleges/communication/entertainment-and-the-recording-industry-management/ERIM-Entrepreneurship-and-Entertainment-Management-Concentration-ba/)
- Entertainment and Recording Industry Management (Esports & Sports Entertainment Concentration), Bachelor of Arts (https://catalog.tsu.edu/undergraduate/schools-colleges/communication/entertainment-and-the-recording-industry-management/ERIM-Esports-and-Sports-Entertainment-Concentration-ba/)
- Entertainment and Recording Industry Management (Multimedia Creation Concentration), Bachelor of Arts (https://catalog.tsu.edu/

undergraduate/schools-colleges/communication/entertainment-and-the-recording-industry-management/erim-multimedia-creation-concentration-ba/)
- Entertainment and Recording Industry Management (Sound & Audio Production Concentration) (https://catalog.tsu.edu/undergraduate/schools-colleges/communication/entertainment-and-the-recording-industry-management/ERIM-Sound-and-Audio-Production-Concentration-ba/)
- Entertainment and Recording Industry Management (Sport Management Minor) (https://catalog.tsu.edu/undergraduate/schools-colleges/communication/entertainment-and-the-recording-industry-management/ERIM-Sport-Management-Concentration-ba/)
- Entertainment and the Recording Industry, Minor (https://catalog.tsu.edu/undergraduate/schools-colleges/communication/entertainment-and-the-recording-industry-management/entertainment-recording-industry-management-minor/)

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 method s 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: ERM 130, ERM 205, ERM 310, ERM 320, ERM 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
College/School: School of Communication
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 programing 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 programing 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 acquires 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

ERIM 501 Marketing & Promotions in Sports & Entertainment Management (3 Credits)
Lecture: 3
This course reviews case studies in marketing and promotion in entertainment regarding marketing, advertising, and promotion in the entertainment industry. Students will apply these practices to digital media and the recording industry as well as management principles in the sport and entertainment industry.
College/School: School of Communication
Department: Department of Entertainment & Recording Industry Management

ERIM 503 Money, Projects, Sports & Entertainment Management (3 Credits)
Lecture: 3
This course inculcates an understanding of funding strategies for entertainment projects and maximizing economic outcomes. Students study funding opportunities, especially digital platforms, learn strategies to raise funds, and use cost-benefit analyses and financial modeling.
College/School: School of Communication
Department: Department of Entertainment & Recording Industry Management

ERIM 800 Sports & Entertainment Business Structures (3 Credits)
Lecture: 3
This course examines the entertainment business structures associated with the corporate organizational framework in entertainment. Students study development and distribution processes across media, including marketing strategies.
College/School: School of Communication
Department: Department of Entertainment & Recording Industry Management

ERIM 8310 Sports & Entertainment Event Production (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 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 should, 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 eSprts & 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

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
College/School: School of Communication
Department: Dept of Radio, TV and Film