

# College of Liberal Arts Updates

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## Liberal Arts Programs - Undergraduate

### ESPORTS CERTIFICATE

#### About this Program

The eSports Certificate brings together the fields of history, graphic design, gaming, communication, and cultural production to provide a comprehensive understanding of eSports and the online gaming industry. The certificate comprises courses that support the gaming industry including video games, communications, music industry technology, graphic design, and digital imaging.

#### Competencies

- Upon completion of the certificate, students will understand the history and development of eSports, video games, and the online gaming industry.
- Upon completion of the certificate, students will be equipped to critically analyze esports and video games through diverse disciplinary lenses

#### Curriculum

##### Foundations

|           |                        |   |
|-----------|------------------------|---|
| HIST 3303 | HISTORY OF VIDEO GAMES | 3 |
|-----------|------------------------|---|

##### Electives

|                                  |  |   |
|----------------------------------|--|---|
| Select three from the following: |  | 9 |
|----------------------------------|--|---|

|           |   |  |
|-----------|---|--|
| ART 4392  | SPECIAL STUDIES (when the topic is relevant)              |  |
| ART 4330  | 2D GAME CREATION  |  |
| ART 4364  | MOBILE APP DESIGN   |  |
| COMM 3300 | COMMUNICATION TECHNOLOGY                                  |  |
| COMM 4393 | COMMUNICATION TOPICS                                      |  |
| COMM 3303 | COMMUNICATION GRAPHICS                                    |  |
| DS 3355   | UNIVERSAL DESIGN & ACCESSIBILITY IN THE PERFORMING ARTS   |  |
| DS 2301   | TOPICS IN DISABILITY STUDIES (when the topic is relevant) |  |
| ENGL 4375 | TOPICS IN DIGITAL STUDIES                                 |  |
| HIST 3301 | TECHNOLOGY, CULTURE, & SOCIETY                            |  |
| HIST 4327 | CYBORGS AND PROSTHETICS                                   |  |
| MODL 3310 | LOCALIZATION & TRANSLATION I                              |  |
| MODL 3311 | LOCALIZATION & TRANSLATION II                             |  |
| MUSI 3320 | MUSIC AND TECHNOLOGY IN GAME AUDIO                        |  |
| PHIL 3340 | TOPICS IN APPLIED ETHICS                                  |  |
| MUSI 3394 | DIGITAL MUSIC TECHNOLOGY                                  |  |
| SOCI 1310 | INTRODUCTION TO POPULAR CULTURE                           |  |
| SOCI 3341 | SOCIOLOGY OF SPORT  |  |
| SOCI 3380 | SCIENCE AND TECHNOLOGY IN SOCIETY                         |  |
| THEA 3355 | UNIVERSAL DESIGN & ACCESSIBILITY IN THE PERFORMING ARTS   |  |
| THEA 3351 | ROBOTS, DIGITAL HUMANITIES, AND THEATRE                   |  |
| ECON 4331 | SEMINAR IN ECONOMICS                                      |  |

|                    |  |           |
|--------------------|--|-----------|
| <b>Total Hours</b> |  | <b>12</b> |
|--------------------|--|-----------|

## Modern Languages

### MINOR IN AMERICAN SIGN LANGUAGE AND DEAF STUDIES

#### About this Program

The Minor in ASL and Deaf Studies includes foundational courses that provide students with a solid background in the core areas of American Sign Language & Deaf culture, as well as elective options at the 3000 and 4000 level that allow students to tailor their program of study to meet their interests

and academic and professional goals. Students will learn American Sign Language and about some of the most important characteristics of Deaf culture (literature, film, art, popular culture, history, etc.), and the relations between cultural production and the society, and the application of that knowledge to teaching, research, interpreting, and advocacy education, as well as other professions in the healthcare, business, and government sectors. The minor consists of 18 semester hours.

## Competencies

- Upon completion, students will demonstrate proficiency in receptive and expressive skills in American Sign Language (ASL) (communication skills, critical thinking skills).
- Upon completion, students will demonstrate intercultural knowledge and competence in Deaf culture and members of the Deaf community (social responsibility, global competence, critical thinking skills).
- Upon completion, students will demonstrate an understanding of course content knowledge (e.g., ASL linguistics, ASL literature, and Deaf culture and community) (disciplinary knowledge, global competence, critical thinking skills).
- Upon completion, students will apply academic content and learned skills to real-world experiences by participating in experiential learning opportunities (social responsibility, career preparedness, critical thinking skills, communication skills, teamwork).

## Curriculum

### Core Courses

|          |  |   |
|----------|--|---|
| ASL 2313 | INTERMEDIATE AMERICAN SIGN LANGUAGE I  | 3 |
| ASL 2314 | INTERMEDIATE AMERICAN SIGN LANGUAGE II | 3 |

### Electives

Select three from: 9

|          |                                     |
|----------|-------------------------------------|
| ASL 3301 | AMERICAN DEAF CULTURE AND COMMUNITY |
| ASL 3315 | ADVANCED AMERICAN SIGN LANGUAGE     |
| ASL 3333 | ASL DEPICTION                       |
| ASL 4330 | LINGUISTICS OF ASL                  |

Select one from: 3

|             |   |
|-------------|---|
| MODL 3301   | TOPICS IN COMPARATIVE LANGUAGES, CULTURE, AND LITERATURES |
| HIST 3307   | U.S. DISABILITY HISTORY                                   |
| SOCW 3307   | DIVERSE POPULATIONS                                       |
| LING 3311   | PRINCIPLES OF LINGUISTIC ANALYSIS                         |
| COMS 3316   | COMMUNICATION IN HUMAN RELATIONS                          |
| KINE 3350   | URBANIZATION AND VULNERABLE POPULATIONS                   |
| KINE 3352   | INTRODUCTION TO PUBLIC HEALTH EPIDEMIOLOGY                |
| COMM 4335   | INTERCULTURAL COMMUNICATION                               |
| GLOBAL 4312 | INTERCULTURAL COMPETENCE FOR GLOBAL COMMUNICATION         |

**Total Hours** 18