

IFDM Fall 2018 Elective Course Offerings

(The following courses are open to any UNM student)

IFDM 105L.001/002 Introduction to Digital Media (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
43614	001	M W	10:00-10:50am Lab 10:00-11:50am	Center for Art 2018 Hartung 108	Peter Lisignoli	plisign@unm.edu
43615	002	M F	10:00-10:50am Lab 10:00-11:50am	Center for Art 2018 Hartung 108	Peter Lisignoli	plisign@unm.edu

Course Description: Intro to Digital Media offers students a survey into the many processes, platforms, and techniques that have found new form in the digital age. Students will learn techniques in animation, concepts in game design, and the latest processes in digital cinema. Along with acquiring technical skills, students will become familiar with the historical and theoretical contexts driving recent media production. Both sections meet Mondays for lecture and class discussion. For studio hours, Section 1 meets on Wednesdays, and Section 2 meets on Fridays.

IFDM 250.001 Making Promotional Video (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
62022	001	M	9:00am-11:30am	Mesa del Sol 100	Adam Turner	adam00@unm.edu

Course Description: Learn to market yourself and your artwork. Acquire the skills to promote a business or non-profit organization. In this course, you will learn the latest strategies for creating promotional videos: short, eye-catching movies for distribution on social media, websites, or TV. Plan, shoot, and edit promos that will capture the attention of your target audience. Discover the tactics that will ensure your message gets through. Promotional video making is one of the most sought after skills in the digital media marketplace. Become an expert in the art of visual persuasion. Crosslisted with MA216.003 and ALB275.001.

** Please note: Mesa del Sol is located off campus at 5700B W. University Blvd. SE 87106 (about 10-15 minutes from Main campus). Free shuttle service to and from Mesa del Sol for students.*

IFDM 250.002 Introduction to Game Development (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
59188	002	TR	3:00pm-4:15pm	Mesa del Sol 210	Nathan Fabian Jonathan Whetzel	ndfabian@gmail.com jon.whetzel@gmail.com

Course Description: In tandem with innovations of modern computing machines, people have been devising ways to “play” with these systems through programming games on these devices. Video games have matured into an expressive medium rooted in using algorithms as the means for constructing interactive experiences. Building these games requires an understanding on principles of interactive design, computer science, and storytelling. This course serves to provide fundamental knowledge on the process of video game development. Students will gain this hands-on experience on through altering existing games and making their own creations.

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IFDM 250.003 Visual Design Exploration (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
60479	003	MW	5:30pm-7:30pm	Hartung 106	Ed Brandt	ebrandt@unm.edu

Course Description: Visual design permeates every aspect of our lives including literature we read, websites we visit, entertainment we watch, and environments we inhabit. This course offers an exploration into the guiding concepts of successful visual design and the digital tools used in their creation. Through lectures, assignments, and design software exercises, students will investigate ways of applying principles such as form, composition, color, and typography to formulate creative solutions while being introduced to the technical software used to execute ideas. Crosslisted with MA216.002.

Desired Skills: A basic understanding of Adobe CC is helpful but not necessary.

IFDM 250.004 Animation I (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
59434	004	W	5:30pm-8:00pm	Hartung 108	Brad Swardson	swardson@unm.edu

Course Description: This first class in the IFDM Animation Master Class track will be entirely focused on laying the foundation of animation around the twelve principals of animation as defined by Disney master animators Frank Thomas and Ollie Johnston. Each week we will practice and illustrate these principles in action through simple animation tests and assignments. We will study the process, the pipeline, the tools, and the workflow of CG Character Animation. We will also look at the history of animation and explore how the industry got to where it is today including what has worked, what hasn't and where the future of animation as an art form and career may go.

IFDM 412.001 Fundamentals of Audio Technology (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
51715	001	T	1:45pm-4:15pm	Mesa del Sol 300	Sam Negri	snegri@unm.edu

Course Description: An introductory examination of the process of gathering, processing, and editing sound on a digital audio workstation through hands-on creative projects and assignments, as well as some technical and theoretical background on critical audio concepts.

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IFDM 491.002 Politics of Performance (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
51074	002	TR	2:30-5:15pm	ART 304C/353	Szu-Han Ho	szho@unm.edu

Course Description: In this hybrid seminar and studio course, we will explore the politics of performance: how the presence of bodies in space and time implicates a 'viewer' of aesthetic experience; how performance points to communities to come; how performance destabilizes both singularity and collectivity. We will explore how artists explore, embody, and perform notions of race, gender, sexuality, and class through their work. We will discuss a broad range of works and texts—ranging from twentieth century avant-garde theatre, dance, music, and visual art to contemporary performance. Together we will work to build a collective body of knowledge and experience of performance works, and we will discuss how they may resonate politically. Students will develop their own performance pieces and critical scholarship on performance through group workshops, critiques, and presentations. MA 429 may be taken for graduate credit with approval from your home department. Crosslisted with ARTS 446.001 and MA 429.002.

IFDM 491.003 Advanced Maya Production (3 crs) ** IFDM course fee: \$120 + \$100 online course fee

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
57525	003	-	Online	-	Brad Swardson	swardson@unm.edu

Course Description: In this course, you will use Autodesk Maya to explore advanced topics in Animation & Visual Effects including, but not limited to: organic modeling, character rigging, advanced lighting and rendering, dynamics and simulation. Advanced level students who choose to complete multiple semesters of this class will have the opportunity to work with the instructor to develop independent study paths to hone specific skills based on each student's interests and professional goals.

Desired Skills: Requires a basic understanding of the concepts of modeling, animation, texturing, lighting, rendering. Does not specifically have to be in Maya, but is preferred.

IFDM 491.004 Creating the Web Series (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
57618	004	M	12:00pm-2:30pm	Mesa del Sol 100	Adam Turner	adam00@unm.edu

Course Description: YouTube and other streaming sites are radically changing the media landscape by giving energetic content creators an open platform for creating new and innovative short-form entertainment. In this hands-on course, you'll join the new media generation by developing your own original web-series, writing your pilot and "series bible" and producing the first two episodes of your show. We'll focus on great characters and compelling stories that will make your web series the next internet sensation.. Crosslisted with MA 429.008.

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IFDM 491.005 Avant-Garde Film History (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
59762	005	W	5:30pm-9:00pm	CERIA 337	Nina Fonoroff	fonoroff@unm.com

Course Description: Since the beginning of film, many artists have worked outside of the boundaries of institutionalized “cinema” to explore new perceptual frontiers. This course looks at some major trends within a movement that has variously been called Experimental, Avant-Garde, and Underground Filmmaking. These works often venture into formal abstraction, dream states, alternate sexualities, and fractured narratives. As we view films that meld the seemingly distinct categories of experimental, documentary, and narrative film, we can embrace our sense of the unexpected. While moved by very different creative impulses, these artists are united by a need to enjoy the kind of artistic liberty that can occur when one makes moving images and sound outside the heavily-capitalized film industries. We’ll note the ways some pivotal art and literary movements like Dadaism, Surrealism, Abstract Expressionism, and “Beat” poetics have influenced the film artists we study. This can lead us to consider some distinctions between “pop culture” and “high art” (and also to ask whether these distinctions even remain useful). Viewing this body of work and reading a series of articles will prompt students to write short critical papers, while also keeping a visual journal for the duration of the semester. Those who are registered for this course may add MA 429.006—the Lab component—for an additional three credits. Crosslisted with MA330.006.

IFDM 491.006 Emerging Tech for Designers (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
57648	006	M	9:00am-11:30am	George Pearl P110		

Course Description: This course will focus on the exploration of emergent technology and the potential it has for affecting cultural, social, and spatial development. Students will be exposed to immersive and interactive media, virtual reality, and projection mapping, as a means of creating new experiences for a hybrid [digital + analog] world. Crosslisted with ARCH462.002.

IFDM 491.007 Virtual Reality Cinema (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
57882	007	W	12:30pm-3:00pm	Mesa del Sol 100	Elan Colello	ecolello@unm.edu

Course Description: Virtual Reality offers a new world of possibilities and new jobs in an emerging field of digital media. In this course, students will learn about the current and future technologies of VR. The skills acquired in the course will make it easier for you to find a job in film and digital media, or to create your own company. You will learn how to make a spherical video and how to use VR cinematography and other techniques to tell stories that are engaging and invoke empathy. Students will also learn how to create other 3D content mediums for VR content, then edit and distribute them effectively using their own app or a third-party distribution platform. Crosslisted with MA 429.007.

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IFDM 491.009 Photography for Film and Digital Media (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
48867	009	TR	3:00pm-4:30pm	Mesa del Sol 110	Roberto Rosales	rrosal01@unm.edu

Course Description: In this course we will study photography techniques and fundamentals associated with digital media, such as: camera functions, exposure, digital files, basic process skills in Photoshop and Lightroom, with a concentration on lighting with a constant light source as well as strobe, in the studio and on location. Students will be introduced to the basic technology necessary for the production of their art work, as well as learning about the visual arts, how to look at and critique photography, photographic vocabulary, using tools such as framing, composition, “rule of thirds,” light, texture, patterns, ones, symmetry, depth of field, perspective, culture, space, balance, color and black and white photography, and be introduced to many works by well known photographers. Students will be expected to demonstrate an ability to use the tools competently in the production of their work; however, the production and analysis of expressive and thoughtful art work is the main objective of this course. Furthermore, we will look at the connection between still photography and cinematography in filmmaking, and ultimately investigate the challenge of telling story within a single frame. Crosslisted with MA429.003.

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IFDM 491.010 Teen Rebels (3 crs) ** IFDM fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
62031	010	R	5:30pm-9:00pm	Center for Art 2018	Bryan Konefsky	bryank@unm.edu

Course Description: This course explores international films whose youthful main characters challenge convention and authority. We will study the cultural, social, and historical forces that shaped the lives of young people in the 1950s, ‘60s and ‘70s. Crosslisted with MA334.001.

IFDM 491.011 Digital Media Entrepreneurship (3 crs) ** IFDM fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
62032	011	T	5:30pm-8:00pm	Hartung 100	Dr. Rod Sanchez	rodsanchez@unm.edu

Course Description: In the workplace of today, successful professionals must constantly reinvent themselves and evolve their skill sets. With the rapid changes in technologies and products, we must not only keep up with the ever changing technical landscape, but instead, try to stay ahead of the curve. In order to do this, we must pay attention to micro- and macro-trends both within our specific industry and in the technology sector as a whole. Thus, this class is intended to look at technology advancement and innovation in the past, present, and future.

The goal of this course is to participate in a meaningful discussion from various points of view on several case studies of individual, corporate, and/or collective attempts (both deliberate and in deliberate) at innovation. In order to keep our class discussions and assignments 'well-rounded', case studies will look into various economic industries (education, healthcare, government, private business, etc) with one common denominator – its reliance on technology and innovation. Finally, we will use the products of our course discussions to consider ways of improving existing digital products or even developing new ones.

This course will introduce you to real technology and digital media products that are at the cutting edge of innovation. We will meet and speak with the inventors of the products via video conference or in person. We will experiment with these products and give reviews, feedback and ideas for improvement. Become a participant in the innovative world around us! Crosslisted with MA429.004.

IFDM 491.012 Producing for Film and Digital Media (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
62033	012	R	5:30pm-8:00pm	Hartung 100	TBA	

Course Description: In this course, students will learn the many roles of a producer in feature films as well as in commercials, television, large format, and digital platforms. The course aims to give the student a real-world lead-out towards how to become a producer and learn the responsibilities and leadership required by the profession. Through lectures, discussions, and workshops we will cover preproduction, production and post, budgeting, breakdowns, scheduling, and dealing with clients, as well as the strategies and skills involved. The course will approach the different ways of producing in the industry work spaces and how to adjust to the creative and economic dimensions of a project. Crosslisted with MA429.005 and ALB375.001.

IFDM 491.013 Mexican Cinema (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
59766	013	T	9:00am-12:30pm	Hartung 100	Dr. Adán Ávalos	aavalos@unm.edu

Course Description: This survey course concentrates on the Mexican national cinema's three major internationally acclaimed periods (Golden Age 1935-1955, New Wave 1970-1978, Globalized New Wave 1992-2004). We will be focusing specifically on particular cinematic moments and movements that have been critically recognized for their aesthetic, historical, political, and social explorations. While surveying a wide body of work, attention will be placed on individual films and filmmakers, and their role in innovative film practices whose methods are still in use. Through the establishment and use of basic vocabulary and analytical methodologies of film studies, larger theoretical and practical questions about how cinema functions as a cultural and ideological force—especially how it helps to construct ideas about the nation and national identities—will be addressed. Class screenings will cover a breadth of Mexican national cinema but readings, discussions, and outside film viewings will provide a more comprehensive overall picture. Crosslisted with MA330.003.

IFDM 491.014 Video Game History (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
59767	014	T	5:30pm-9:00pm	Center for Art 2018	Nathan Kosub	nkosub@unm.edu

Course Description: This course presents a foundational history of the medium's development. We'll cover hardware, software, aesthetics, and how ideas of representation, communication, and political expression fit within a multibillion dollar global industry. As a core question for the class we'll investigate how video game history has traditionally been told, and how the recovery of marginal, minor, and forgotten stories can enrich our understanding of what is possible in art. In particular, class will focus on video games' transnational aspects, including the craft of localization and the varied cultural influences that informed (and inform) pioneering video game developers. We'll also consider video games' position in social debates, moral panic, and, most recently, the emerging, troubling influence of online discourse on far-right acts of violence in the United States and abroad. Crosslisted with MA330.010.

IFDM 491.015 Current Trends in Moving Image Art (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
62023	015	M	1:30pm-5:00pm	Hartung 100	Bryan Konefsky	bryank@unm.edu

Course Description: Moving image art represents profound artifacts of human activity that are both expressions of radical imagination and barometers of the human condition. This course will survey a wide range of un-dependent media focusing on artistic practice in the context of historic, cultural, and political concerns. The various histories of moving image art raise important issues concerning the limits and possibilities of what a movie might be. The politics of voice, representation, and cultural ownership are central concepts that we will explore. The course will consist of screenings, readings, discussions, and lectures. Students will be evaluated through written assignments, exams, and class participation. Crosslisted with MA330.002.

IFDM 491.016 Images of (Wo)men (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
62507	016	M	5:30pm-9:00pm	Center for Art 2018	Dr. Stephanie Becker	sbecker@unm.edu

Course Description: This course is an introduction to feminist and queer film studies, with a focus on cinematic representations that address “women,” while questioning the unity of this category. We will cover a wide range of genres, styles, historical periods, and cinemas, exploring constructions of gender, sexuality, race, class, and nation in the context of film theory, queer theory, and critical race studies. Judith Butler’s theoretical work on the performance of gender and Laura Mulvey’s concept of the male gaze ground our discussions throughout. After spending the initial weeks recognizing how gender is constructed, we dive into film history before and during the Hollywood Production Code years. Then we examine feminism and postfeminism through films from the 1970s to the present, stopping to interrogate issues of identity, representation, the post-colonial world, heteronormativity and hegemonic femininity, female masculinity, homonormativity, cinematic conventions and their defiance, and more. Crosslisted with MA336.001 and WMST 379.

IFDM 491.020 16mm Filmmaking (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
59773	020	R	5:30pm-9:00pm	CERIA 365	Nina Fonoroff	fonoroff@unm.com

Course Description: This course introduces basic 16mm filmmaking techniques, with an emphasis on film as a creative art form. Students will be introduced to pre-production planning through the final edit, and will become familiar with both the practical and aesthetic challenges of making short films. Class sessions will include critiques of student work, technical demonstrations, screening of short films made by a variety of artists, and the planning and execution of a class project. Among the topics that are covered in the class are camerawork, lighting, film stocks and exposure, sound recording, editing techniques, and preparing the film for the lab. Students will be responsible for purchasing the majority of their own materials for the course; 16mm production costs usually run approximately \$500 to \$600 for the semester. Crosslisted with MA391.001.

IFDM 491.022 Documentary Film Production (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
54334	015	R	5:30pm-9:00pm	CERIA 365	Deborah Fort	debfilms@unm.edu

Course Description: Students in this hands-on video workshop will be introduced to the tools and methods of video making in the genre of “creative nonfiction.” Students will explore a variety of approaches to developing documentary video projects in the current technologically rich culture. The class will study the documentary form including methods of interviewing, the use of conversation and narration, historical texts and images, reenactments, and other expressive uses of image and sound. Students will work individually and in groups to complete exercises and a final documentary video project. Class sessions will emphasize technical skill development, understanding of creative process, collaboration, understanding the documentary form and critique of work. To better understand the form, we will also screen a wide range of films by documentary media artists. Crosslisted with IFDM 491.022. Crosslisted with MA429.001.

IFDM 491.023 The Mind’s Eye: Movies and Meditation (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
62024	014	T	1:30pm-5:00pm	CERIA 365	Dr. Susan Dever	susandev@unm.edu

Course Description: Whether we make art or enjoy it, whether we consider ourselves filmmakers or scholars, or whether we find any such distinctions superfluous to the fine art of simply being and perceiving, we “see” our world from multiple perspectives. In addition to bringing all sorts of experiences to creative expression, we also bring both brain and mind to the anticipatory moment. That’s the time *before* something is made, *before* the five senses, firing away, engage art or its production. To get anywhere near the refined state of those senses—generally underemployed by today’s “smart brains”—we’ll first develop our mind’s eye by quieting its interruptive thought bubbles. Through the practice of secular sitting meditation, we’ll learn to mentally “catch and release” classics such as “Assignment’s due; I haven’t started; stupid idea” or “I’m producing a masterwork; they’ll love it; I’ll be famous.” With ease and judicious humor, on the meditation cushion and after sitting, we’ll take a look at ourselves as makers and viewers, to then more playfully envision what it is we could *see into becoming*. Your work will take the hybrid form of an independent study completed in a group context. In this, an unusual “studio/seminar,” the interactive nature of our weekly class meetings will forge the conditions for everyone’s success.

A rich group of artists, philosophers, neuroscientists, and film theorists will excite our appreciation of movies that spark sense perceptions. On offer for this latest course in the Contemplative Cinema Series are films about perception, as well as perceptively beautiful films. As are all classes in this Series, there's no dogma, nothing to "believe," no special skills required for enrollment. What matters most is your willingness to experiment with the precursor of art and its appreciation: your mind's eye. Crosslisted with MA330.005.

IFDM 491.024 Sitcom Boot Camp (3 crs) ** IFDM course fee: \$120

<u>CRN</u>	<u>Section</u>	<u>Days</u>	<u>Times</u>	<u>Location</u>	<u>Instructor</u>	<u>Email</u>
62505	024	MT	1:30pm-5:00pm	CERIA 360	Brian Levant	

Course runs every Monday and Tuesday from October 15 through November 20.

Course Description: Are you the kind of person who watches TV and says to yourself, "I could do better than that"? Are you the kind of person who has the entire family in stitches at the Thanksgiving table? Are you the kind of person who can tell what season of *Seinfeld* you're watching by looking at Elaine's hair? Are you the kind of person who is serious about a career in the industry and is ready for an immersive, creative experience? If so, you should enlist in UNM's Sitcom Boot Camp.

Recruits will be plunged into a challenging six week, twice-weekly program to write an original half-hour, multi-camera format, TV pilot script about two horribly matched dorm-mates at UNM. At the conclusion of the session, a staged reading will be performed. Working collectively and in teams of two and three, the class will simulate, in every respect, the steps television writing staffs take in creating characters, "breaking" stories, writing, and re-writing and re-writing. Working within the half hour format teaches practiced efficiencies in concise storytelling and character development while offering tremendous opportunities for improvisational thinking. The goal is to spur an understanding of the discipline and teamwork it takes to perform at a professional level and the satisfaction that accompanies the successful completion of a creative assignment. Crosslisted with MA429.011.(Contact Angie Beauchamp – abqbeach@unm.edu – with questions.)