MINOR IN CREATIVE AND CULTURAL INDUSTRIES

WILKINSON COLLEGE OF ARTS, HUMANITIES, AND SOCIAL SCIENCES
The Creative and Cultural Industries are radically reshaping the traditional Arts, Humanities and Social Sciences through their unique prism of research and practice. A dynamic and fast growing discipline, the study of CCI at Chapman examines a vast array of cultural and creative activities covering diverse topics including media, fashion, tourism, museums and the gallery experience, publishing, video games, social media, emerging technologies, and visual cultures. This minor, taught from local, national and global perspectives, explores how such activities influence our understanding and experience of culture, and the wider social, political and economic implications of their development as industries. CCI is also about the nature of creativity: how we use creative practices to solve problems, develop new ideas and innovations, and to challenge and disrupt established ways of thinking. This happens even within CCI itself, as we examine core attributes of creative activity and how they have created a greater impact on conversations of sustainable futures and social issues.

What can you do with a CCI minor?
Graduating with a minor in CCI will position you competitively in multiple growing job markets both nationally and globally. Creative and critical thinking are regularly listed as some of the most desirable skills sought by employers today. Designed to be interdisciplinary by nature, the minor will equip you with analytical skills through rigorous classroom instruction that encourages students to breakdown education silos through research and work with peers and faculty from across campus. Practical experience is gained through internships with leading organizations across industries.

What kind of support does a minor in CCI receive?
A key aspect of our CCI program is to support students in their diverse interests, giving them an understanding of the wide range of areas covered, as well as experience in their chosen fields. To do this we are designing the program to give students ‘real world’ engagement through self-designed courses, engaging visiting speakers, and a diverse internship program. Already CCI students have earned creative economy internships in such areas as fashion, web-design and marketing, media production, and music.

What careers does CCI equip you for?
- Arts, Design & Fashion Industries
- Music & the Entertainment Industries
- Video Games and other Digital Media Companies
- Museums, Art Galleries, and the Tourism Sector
- Project Management & Planning
- Cultural Policy and Government Research Positions
- Publishing
- Non-Profit Organizations (Local, National, Global)
- Advertising, Public Relations and Marketing
- Business Leadership and Cultural Entrepreneurship
- Postgraduate study

Core Requirements (9 credits)
CCI 100 - Introduction to Creative and Cultural Industries 3 credits
CCI 203 - Key Concepts in Creative and Cultural Industries 3 credits
CCI 303 - Cultural Organization Management 3 credits

At least one of the following (3 credits)
CCI 300 - Identities and Cultural Emotion in 21st Century 3 credits
CCI 302 - Cultural Memories in the Digital Age 3 credits
CCI 305 - Cultural Studies 3 credits

At least one of the following (3 credits)
CCI 301 - Studies in Cultural Institutions 3 credits
CCI 304 - Creative and Cultural Industries in Practice 3 credits

Two of the following elective courses (6 credits)
3 credits must be upper division.
VRAR 110 - Storytelling in Immersive Media 3 credits
ART 121 - Digital Imaging 3 credits
COM 151 - Mass Communication 3 credits
CCI 202 - Popular Culture 3 credits
AH 204 - Introduction to Museum Studies 3 credits OR
CCI 204 - Introduction to Museum Studies 3 credits
COM 211 - Intercultural Communication 3 credits
ENG 215 - Theory and Practice of Journalism 3 credits
CPSC 242 - Introduction to the Game Industry 3 credits
ENG 253 - Photojournalism 3 credits
ART 296 - Contemporary Gallery Practice 3 credits
ENG 328 - Writing for Video Games 3 credits
CCI 329 - Experimental Course ½ - 3 credits
ANTH 335 - Anthropology of Space and Place 3 credits
VRAR 340 - The Landscape of Emerging Media 3 credits
ENG 375 - Composing New Media 3 credits
ENG 421 - Humanities Computing 3 credits
ENG 472 - Film, Gender, Sexuality 3 credits
ENG 484 - Introduction to Digital Humanities 3 credits

TOTAL CREDITS: 21

For more information visit Chapman.edu/Wilkinson/ci or email shalvers@chapman.edu
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