

UNDERGRADUATE COURSES OF STUDY

SPEECH

SPCH 101.SPEECH FUNDAMENTALS

This course teaches students to develop increased accuracy in the basic elements of the communicative process. The principles of speech communication are studied and applied. (General Education – Humanities and Fine Arts) *Three credit hours.*

SPCH 201.VOICE AND DICTION

Designed to develop demonstrated competence in personal speech and diction skills through the study of voice production technique, the skills required to achieve clear articulation, and the ability to identify and master standard pronunciation. Required for majors. Restricted to Mass Communications and Media Studies or instructor permission. This is a studio course. *Three credit hours.*

SPCH 221.UNDERGRADUATE RESEARCH IN SPEECH AND PERFORMANCE

In this course, students engage in a faculty-directed research project or assist with faculty research. This course may be repeated for additional credit as the topic of the research project changes. Prerequisite: instructor permission. Graded pass/fail. *One credit hour.*

SPCH 302.VOICE ACTING

This course will introduce students to basic voice-over acting techniques to help students develop the skills they need to become voice-over talent for commercials, narrations, and animation. Students will also learn about setting realistic goals, marketing, studio basics, and working with a director/producer. Restricted to Media and Communication majors and Speech and Performance minors. Prerequisites: SPCH 101 or SPCH 201. *Three credit hours.*

SPCH 407, 408, 409.RESEARCH IN SPEECH AND PERFORMANCE

These courses involve students engaging in a student-directed research project on a topic of interest in the fields of Speech and/or Performance. These courses are offered on demand to qualified students. Students may count a maximum of three credit hours of Research in Speech and Performance (SPCH 407, SPCH 408, or SPCH 409) toward major requirements or minor electives. Prerequisite: Instructor permission. *One to three credit hours.*