

# Minor Requirements

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The Communication Minor requires students to take six (6) core courses and one (1) elective course for 28 units total.

## Required Core

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Students must take the following 24 units:

- [COMM 202 - Communication, Media and Culture](#) *Units: 4*
- [COMM 203 - Communication Theories](#) *Units: 4*
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- [COMM 206 - New Media in the Digital Age](#) *Units: 4*
- **OR** [COMM 240 - Visual Communication and Culture](#) *Units: 4*
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- [COMM 300 - History and Criticism of Communication](#) *Units: 4*
- [COMM 304 - Quantitative Communication Research Methods](#) *Units: 4*
- [COMM 305 - Qualitative Communication Research Methods](#) *Units: 4*

## Elective

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Students must take one (1) of the following courses for 4 units selected in consultation with an advisor:

- [COMM 310 - Introduction to Organizational Communication & Long Term Thinking](#) *Units: 4*
- [COMM 312 - Journalism History and Social Justice](#) *Units: 4*
- [COMM 314 - Journalism Theory and Practice](#) *Units: 4*
- [COMM 316 - Media and Government](#) *Units: 4*
- [COMM 318 - Journalism Law and Ethics](#) *Units: 4*
- [COMM 320 - Persuasion in Media](#) *Units: 4*
- [COMM 321 - Research in Persuasive Communication](#) *Units: 4*
- [COMM 323 - Communication of Difference](#) *Units: 4*
- [COMM 326 - Social Media and Social Change Literacies](#) *Units: 4*
- [COMM 328 - Multimedia Reporting & Writing I](#) *Units: 4*
- [COMM 330 - Critical/Cultural Studies](#) *Units: 4*
- [COMM 357 - Principles of Advertising](#) *Units: 4*
- [COMM 358 - Principles of Public Relations](#) *Units: 4*
- [COMM 361 - Professional Speaking in Strategic Communication](#) *Units: 4*

- [COMM 362 - User Experience Research and Design](#) *Units: 4*
- [COMM 387 - Advertising Design and Production](#) *Units: 4*
- [COMM 388 - Public Relations Practice](#) *Units: 4*
- [COMM 400 - Film, Communication and Culture](#) *Units: 4*
- [COMM 410 - Organizing Cultures of Innovation and Empathy](#) *Units: 4*
- [COMM 416 - Communication, Technology, and Social Change](#) *Units: 4*
- [COMM 417 - Game Studies](#) *Units: 4*
- [COMM 418 - Organizational Change, Creativity, and Innovation](#) *Units: 4*
- [COMM 420 - Organizational Transformation](#) *Units: 4*
- [COMM 425 - Digital Cultures](#) *Units: 4*
- [COMM 428 - Multimedia Reporting and Writing II](#) *Units: 4*
- [COMM 430 - Media Studies](#) *Units: 4*
- [COMM 453 - Strategic Communication Campaigns](#) *Units: 4*
- [COMM 455 - Communication, Media, and Society](#) *Units: 4*
- [COMM 461 - Popular Culture](#) *Units: 4*
- [COMM 465 - Identity and Difference in Media](#) *Units: 4*
- [COMM 471 - Strategic Communication and Difference](#) *Units: 4*
- [COMM 475 - Digital Organizational Communication](#) *Units: 4*
- [COMM 480 - Moral Economies of Digital Media](#) *Units: 4*
- [COMM 485 - Future of Media and Society](#) *Units: 4*
- [COMM 488 - Conflict Management](#) *Units: 4*
- [COMM 497 - Issues in Communication](#) *Units: 4*