

MASTER OF SCIENCE IN SPORTS MEDIA

Program Description

The Master of Science in Sports Media is designed to prepare U.S. and international students for successful careers in the sports media field including both internet-based and traditional delivery such as cable/satellite television and radio, and print. Students become familiar with the technology and skills to be successful in the sports media field, receive hands-on, internship experience in a real-world setting, and integrate management skills and ethical perspectives into their study.

Sports Media graduates will be prepared to explain and apply appropriate information technologies and methodologies to help individuals and organizations achieve their goals and objectives by anticipating the changing direction of sports media, and evaluating and communicating the likely utility of new technologies utilized in sports media.

The program utilizes VU's excellent production facilities (including two tele-production studios, a digital video/advanced desktop publishing/web design lab and a digital audio suite) as well as the University's affiliation with the NCAA Division I Horizon League, thereby offering a strong hands-on learning experience for students. The program also features:

- Emphasis on collaboration and teamwork,
- Development of skills in technological leadership,
- Incorporation of new technologies into coursework,
- Required study in the social and ethical dimensions of digital media

Admission

Applicants must meet the admission requirements of the Graduate School. In addition, an undergraduate minor or major in Communications or a related area is preferred but not required. Applicants having no background in Communications may be required to successfully complete 3 to 9 credits of preparatory course work before final admission to the program is granted.

Curriculum

The Master of Science in Sports Media may be completed in 12 to 18 months. The program requires Core Competencies, Additional Competencies, Experiential, and Elective coursework in the Department of Communication and selected other units.

	Core Competency Requirements	18 credits
Comm 501	Graduate Sports Media	3 credits
Comm 503	Sports Media Formats	3 credits
Comm 505	Sports Beat Reporting	3 credits
Comm 507	Live Sports Production	3 credits
Comm 598	Desktop Publishing	3 credits
Comm 686	Internship in Sports Media	3 credits
	Additional Competencies	

	<i>Social, Ethical, Legal Dimensions (choose one)</i>	
PE 625	Sports Ethics	3 credits
Comm 602	Ethical Issues in Digital Media	3 credits
Comm 603	Legal Environment of Digital Media	3 credits
	<i>Management (choose one)</i>	
ICP 620	Cross-Cultural Management	3 credits
ICP 621	Global Leadership and Team Development	3 credits
IT 640	Information Management	2-3 credits
	<i>Sports Administration (choose one)</i>	
PE 620	Women in Sports	3 credits
PE 610	Psychology of Sports	3 credits
PE 630	Sport & Society	3 credits
	Electives (as approved by adviser)	9-10 credits
	From courses above or as approved by Program Director	

Financial Considerations Students may be surprised to discover the affordable tuition rate at Valparaiso University. Tuition for the 2010-2011 academic year is \$530 per credit hour; highly competitive for a private institution of recognized national quality. Full-time graduate students pay a \$146 general fee each fall and spring semester. Part-time graduate students pay a \$95 general fee each fall and spring semester. Financial aid is available through direct and indirect student loans for students taking 6 credits or more during fall and spring semesters. Because most course offerings are scheduled for the evening, many students hold part- or full-time employment during their study.

For more information about the Master of Science in Sports Media program Interested students should [request an information packet](#) from the Office of The Graduate School through our website or by e-mailing Graduate.School@valpo.edu. [Click here](#) to apply online.

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