

# Washtenaw Community College Comprehensive Report

## MUS 147 Arts, Media and Entertainment Law Effective Term: Fall 2016

### Course Cover

**Division:** Humanities, Social and Behavioral Sciences

**Department:** Performing Arts

**Discipline:** Music

**Course Number:** 147

**Org Number:** 11630

**Full Course Title:** Arts, Media and Entertainment Law

**Transcript Title:** Arts, Media & Entertain Law

**Is Consultation with other department(s) required:** Yes

**Please Explain:**

Art, Video, Criminal Justice

**Publish in the Following:** College Catalog , Time Schedule , Web Page

**Reason for Submission:**

**Change Information:**

Course title

Course description

Credit hours

Total Contact Hours

**Rationale:** Change course title and credit hours to expand scope of course to include emerging multi-disciplinary trends and technology.

**Proposed Start Semester:** Fall 2016

**Course Description:** In this course, students will study basic agreements, contracts, royalties, copyrights and other legal aspects in the Music, Arts and Media industries. Students who intend to perform, publish, record or produce artistic media artifacts need this important information. The title of this course was previously Entertainment Law.

### Course Credit Hours

**Variable hours:** No

**Credits:** 3

**Lecture Hours: Instructor:** 45 **Student:** 45

**Lab: Instructor:** 0 **Student:** 0

**Clinical: Instructor:** 0 **Student:** 0

**Total Contact Hours: Instructor:** 45 **Student:** 45

**Repeatable for Credit:** NO

**Grading Methods:** Letter Grades

Audit

**Are lectures, labs, or clinicals offered as separate sections?:** NO (same sections)

### College-Level Reading and Writing

College-level Reading & Writing

### College-Level Math

### Requisites

### General Education

## **Request Course Transfer**

### **Proposed For:**

Central Michigan University  
College for Creative Studies  
Eastern Michigan University  
Ferris State University  
Grand Valley State University  
Jackson Community College  
Kendall School of Design (Ferris)  
Lawrence Tech  
Michigan State University  
Oakland University  
University of Detroit - Mercy  
University of Michigan  
Wayne State University  
Western Michigan University

## **Student Learning Outcomes**

1. Identify copyright laws and differentiate between the types of copyright forms and their purpose.

### **Assessment 1**

Assessment Tool: Multiple choice, short answer and essay exam

Assessment Date: Fall 2016

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All

How the assessment will be scored: Answer Key and Departmentally-developed rubric

Standard of success to be used for this assessment: 75% of the students will score 75% or higher

Who will score and analyze the data: Departmental faculty

2. Define arts, media and entertainment licensing, and explain the different types of licenses that exist.

### **Assessment 1**

Assessment Tool: Multiple choice, short answer and essay exam

Assessment Date: Fall 2016

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All

How the assessment will be scored: Answer Key and Departmentally-developed rubric

Standard of success to be used for this assessment: 75% of the students will score 75% or higher

Who will score and analyze the data: Departmental faculty

3. Analyze and evaluate contract language.

### **Assessment 1**

Assessment Tool: Multiple choice, short answer and essay exam

Assessment Date: Fall 2016

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All

How the assessment will be scored: Answer Key and Departmentally-developed rubric

Standard of success to be used for this assessment: 75% of the students will score 75% or higher

Who will score and analyze the data: Departmental faculty

### **Course Objectives**

1. Interpret copyright laws dealing with the entertainment industry.
2. Describe the function of licensing agencies and how they collect and distribute performance royalties.
3. Describe the various unions and guilds in the entertainment industry.
4. Explain the functions of an artist's talent agent and regulation of the agent's activities.
5. Explain the function of the personal manager.
6. Describe the services performed by an entertainment attorney and how the attorney is selected, retained, compensated and discharged.
7. Identify the beneficiary of an arts/media publication including publishers, artists, and company.
8. Describe the distribution of fund among entities in the recording industry.
9. Explain the difference between Unions and Guilds, Agents, Managers and Attorneys.

### **New Resources for Course**

#### **Course Textbooks/Resources**

Textbooks  
Manuals  
Periodicals  
Software

#### **Equipment/Facilities**

Level III classroom

<b><u>Reviewer</u></b>	<b><u>Action</u></b>	<b><u>Date</u></b>
<b>Faculty Preparer:</b> <i>Michael Naylor</i>	<i>Faculty Preparer</i>	<i>Jan 05, 2016</i>
<b>Department Chair/Area Director:</b> <i>Noonie Anderson</i>	<i>Recommend Approval</i>	<i>Jan 05, 2016</i>
<b>Dean:</b> <i>Kristin Good</i>	<i>Recommend Approval</i>	<i>Jan 11, 2016</i>
<b>Curriculum Committee Chair:</b> <i>Kelley Gottschang</i>	<i>Recommend Approval</i>	<i>Feb 09, 2016</i>
<b>Assessment Committee Chair:</b> <i>Michelle Garey</i>	<i>Recommend Approval</i>	<i>Feb 11, 2016</i>
<b>Vice President for Instruction:</b> <i>Michael Nealon</i>	<i>Approve</i>	<i>Feb 12, 2016</i>