

Louisiana State University

CMST 2064 Small Group Communication

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Required Textbook Engleberg, I. N. and Wynn, D. R. (2012). *Working in groups* (6th ed.). Boston: Houghton Mifflin Company.

Course Objective:

The purpose CMST 2064 is to help students come to a basic understanding of small group communication. We live, work, and play in groups; therefore, it is important to understand how to most effectively and efficiently communicate in these groups. Through a combination of lectures, activities and discussions, this class will help you become a more effective group member. In this class we discuss the following ideas:

1. Theories of small group communication
2. Group cohesion
3. Group dynamics and roles
4. Functions of groups
5. Problem-solving in groups
6. Conflict in groups

Assignments:

Social activity: The first assignment you will be given is a group assignment. You must meet with your group outside of class for a social activity that encourages communication. After the activity, each person will turn in a word-processed, 2-3 page paper detailing her or his experience during the activity, as well as any initial perceptions gained through the activity and the reasons for those impressions.

The assignment will be graded on the quality of the analysis, the clarity of the information presented and the organization of ideas.

Game activity: This group activity is designed to encourage students to learn how to apply the theoretical ideas learned in class to practical situations. In this assignment each group will design a game to help explain one of the ideas discussed in the book. The game should be educational and creative. Each group will present the game to the class. During this time, the group will provide an explanation of the purpose of the game, directions for playing the game and an "example" round to demonstrate how to play the game.

A 2-3 page word-processed paper will be required. That paper must contain what the players should be learning and how well this game accomplishes that purpose. The quality of your explanation and the purposefulness of your game will be the major factor in determining your grade.

The assignment will be graded on: 1. instructor evaluation, 2. peer evaluation, 3. class evaluation of the game. The criteria will focus on how educational and creative the game is. The game presentation will serve as one of many informal speeches in class to fulfill the spoken requirement of a Communication-Intensive Course.

Group paper: Your group will watch a movie (Remember the Titans, Monsters University, Ocean's 11, 12, or 13, Twelve Angry Men, or another movie which I must approve). Each student will apply a minimum of five small group theories and practices as discussed in class to your portion of the group paper. These papers must be done in class. Papers will be critiqued and graded, then students will make additions and/or corrections as indicated in my comments.

Group presentation: Each group will present their paper to the class using video examples from their chosen movie. Each group presentation should be approximately 15-20 minutes long. Presentations should not be read; deliveries should be conversational in nature employing effective speaking skills. A group PowerPoint is required.

Grading will be based on: the creativity of your selection, clarity of presentation, effectiveness of organization, effectiveness of analysis, effectiveness of delivery and depth.

Group participation: Groups are inherently interdependent in nature; this means that the actions of one group member impacts the entire group. Much of the work done in this class will be done in your groups and will require the full participation of all the group members. Unfortunately, this does not always happen in groups, as many students have realized due to negative group experiences. One group member may have trouble delegating tasks, takes control, and does most of the work. Another group member may slack off, not contribute to group meetings, knowing that the others will pick up the slack. Other numerous problems may occur. All of these problems have negative impacts on groups. In an attempt to ensure that the semester grade adequately reflects the amount of group participation a student has done, I will ask each student to rate his/her fellow group members at the end of the term, along with an explanation for each rating.

Exams: Midterm and Final

Grading: Grading for this course will be as follows:

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|-----------------------|------------|
| 1. Social activity | 10% |
| 2. Game activity | 10% |
| 3. Group paper | 15% |
| 4. Group presentation | 15% |

5. Group participation	10%
6. Midterm	10%
7. Final	10%
8. Attendance	20%

Classroom Expectations:

1. Please turn off all electronic equipment, including cell phones.
Texting during class will result in student dismissal from class. If a student is using a laptop in a distracting manner, that student will not be permitted to use their laptop for the remainder of the term.
2. Discussion materials will not be repeated for students absent when the materials were presented. Ask fellow classmates for notes.
3. Students are responsible for all material and assignments announced in their absence.
4. Absences and tardiness will significantly impact daily participation grade. Tardiness is disruptive to class so please be on time.
5. Do not schedule any appointments during class time.
6. Eating in class is strictly prohibited.
7. No late work will be accepted without a documented university excuse.
8. Respect is not an option. Disrespectful behavior toward fellow students or instructor will result in dismissal from class.

Attendance: This is an interactive class where participation is required. Much of what is learned is through discussions in class. Because this is a summer course and meetings are limited, more than three absences will result in a failing grade for the course.

Academic Integrity: Academic dishonesty, including any form of plagiarism and/or cheating, will not be permitted. If there is evidence of any deliberate violation of academic integrity, such as cheating or plagiarizing, the student will fail that assignment. A second violation will result in course failure.

Americans with Disabilities Act: If a student has a disability that qualifies under the Americans with Disabilities Act and requires accommodations, he/she should contact the Office of Disability Affairs (112 Johnson Hall) so that accommodations may be arranged. After receiving accommodation letters, please contact the instructor to discuss the provisions as soon as possible.

Course Calendar *Subject to Change

Date	Course Material	Assignment
M June 9	Syllabus, Awareness Model	Read Ch 1, 2
T June 10	Ch 1 ,2	Social Activity
W June 11	Ch 2 ,3	Read Ch 3, 4
R June 12	Social Activity Papers Due Ch 3, 4	Game Activity
F June 13	Ch 4, 5	Read Ch 5, 6
M June 16	Ch 5, Work on Game Activity in class	
T June 17	Game Activity Presentations	
W June 18	Game Activity Presentations	
R June 19	Ch 6, Movie	
F June 20	Movie, Review Midterm	
M June 23	Movie Discussion	
T June 24	Midterm	Read Ch 7, 8
W June 25	Ch 7, 8	Read Ch 9, 10
R June 26	Ch 8, 9	
F June 27	Ch 9, 10	View Group Movie
M June 30	Ch 10, Work on Papers	
T July 1	Work on Papers	
W July 2	Work on Papers, Papers Due at end of class	
R July 3	Work on Revisions of Papers in class, Due at end of class	
F July 4	No class	Read Ch 11, 12
M July 7	Work on Presentations in class	
T July 8	Group Presentations	
W July 9	Group Presentations, Review Final	
R July 10	Ch 11, 12	
F July 11	Final	