



# LASER DRAGON UNIVERSITY MASTER CLASS LIST CURRENT AS OF 1-29-2007

## BRUCKHEIMER SCHOOL OF BOOM

### EXPLOSIONS (EXPL)

EXPL 101: Explosions and Society: How people come together through explosions; how explosions tear people apart. Freshman seminar.

EXPL 125: Intro to Explosions I: Survey of explosions; types and techniques. Mechanics of causing explosions.

EXPL 126: Intro to Explosions II: Survey of explosions; types and techniques. Effects of explosions. Prerequisite: EXPL 125.

EXPL 220: Elementary Explosions I: Simple explosions, start to finish. Firecrackers, gunpowder, and efficient use. Prerequisite: EXPL 125-126.

EXPL 230: Elementary Explosions II: Explosive weaponry. Grenades, bazookas, rocket-propelled grenades, missiles. Includes lab. Prerequisite: EXPL 125-126.

EXPL 240: Elementary Explosions III: Large explosions. Collapsing buildings. Nuclear weaponry. Planetary detonations. Includes lab. Prerequisite: EXPL 125-126.

EXPL 300: Unexpected Explosions. Making things explode without warning, e.g. gunfire causing an entire house to detonate.

EXPL 320: Needless Explosions: Explosions for action (or comic) effect. Chain reaction explosions caused by nothing in particular. Guest lectures by Mr. Bruckheimer.

EXPL 350: Violent Explosions: Causing people to explode. Joint seminar with VIOL 350.

EXPL 380: Vehicular Explosions: Using vehicles to cause all types of explosions; Joint seminar with CARS 380.

## VEHICLES (CARS)

CARS 101: History of Cars: The history of cars, and the awesome ways in which they have been used. Freshman seminar.

CARS 123: Introduction to Cars: Driver's education.

CARS 220: Introduction to Stunt Driving: Crashing cars. With lab.

CARS 230: Introduction to Stunt Driving II: Crashing cars without being injured. With lab.

CARS 240: Introduction to Stunt Driving III: Crashing cars without being injured; crashing cars without injuring others. With lab.

CARS 300: Philosophy of Stunt Driving: History of stunt driving thought; logical applications of the uses of stunts.

CARS 310: Driving While Intoxicated: CLASS CANCELLED FOR LEGAL REASONS

CARS 320: Advanced Stunt Driving I: Handbrake turns. Jumps. Driving through buildings. Lab held on the quad.

CARS 350: Advanced Stunt Driving II: Jumps between buildings. Vehicular rolls. Rings of fire. Driving while trailing a stream of flaming gasoline, such that if you slow down it will catch the vehicle and blow it up. Driving vehicles rigged with speed-linked bombs.

CARS 380: Vehicular Explosions: Using vehicles to cause all types of explosions. Joint seminar with EXPL 380.

## VIOLENCE (VIOL)

VIOL 101: Violence Is Hilarious!: Slapstick violence for comic purposes. Proper crotch-kicking technique. Freshman seminar.

VIOL 120: Introduction to Violence: Survey of the types of violence. Students learn to differentiate between real and fake violence, and then not to care.

VIOL 220: Real, Unamusing Violence: Survey of violence that results in physical pain, emotional damage, etc. Usually cancelled due to low enrollment.

VIOL 240: Cartoonish Violence: Dropping anvils on heads. Hitting people in the face with large, comedy hammers. Boxing gloves on springs. "Who Framed Roger Rabbit?" studied extensively.

VIOL 250: Comic Violence: Walking into things. Falling into pits. Learning to exchange punches with comic timing. "Three Stooges" studied extensively.

VIOL 310: Advanced Violence I: Schwarzeneggerian Violence: Excessive violence delivered with excruciating puns and/or outrageous accents.

VIOL 320: Advanced Violence II: Stallonian Violence: Excessive violence delivered while screaming unintelligibly, or while clothed as Judge Dredd. May not be offered in the future.

VIOL 330: Advanced Violence III: Seagalian Violence: Excessive violence delivered while appearing noticeably overweight. Proper film titles are also studied, with "Half Past Dead" and "Out for a Kill" as examples.

VIOL 350: Violent Explosions. Violence involving explosions. Held jointly with EXPL 350.

VIOL 390: Bruckheimerian Violence: Advanced research seminar for honors students.

## MIYAMOTO SCHOOL OF VIDEO GAMES

### NINTENDO (NIN)

NIN 101: Playing Nintendo Games: Students play various Nintendo games. Freshman seminar.

NIN 150: Introduction to Nintendo: History of Nintendo, from playing card company to Wii.

NIN 210: Nintendo Entertainment System: Strategies and techniques of NES games. Final exam: beating the original TMNT.

NIN 220: Game Boy: Strategies and techniques of Game Boy games. Learning to see the screen in a normal room without any sort of attached lamps.

NIN 250: Super Nintendo Entertainment System: Strategies and techniques of SNES games. Learning to rationalize the utter lack of sports titles.

NIN 290: Nintendo 64. Strategies and techniques of N64 games.

NIN 320: Game Boy Advance: It's Game Boy, but advanced.

NIN 330: Castlevania 64: What the Hell Happened?!: Self-explanatory.

NIN 340: Role-Playing Games: This class will be held once Nintendo releases an RPG worth discussing.

NIN 350: Virtual Boy: Strategies and techniques of Virtual Boy games. Students will be observed by students from the local college of optometry.

NIN 360: Gamecube: Strategies and techniques of Gamecube games. The semester is long enough to allow for individual study of every single good game ever released for the system.

NIN 380: Wii: Strategies and techniques of Wii games. Students will learn to fight instructors for playing time.

## SEGA (SEGA)

SEGA 101: Playing Sega Games: Students play various Sega games. Freshman seminar.

SEGA 150: Introduction to Sega: History of Sega, from Master System to embarrassment.

SEGA 210: Sega Master System: Strategies and techniques of Sega Master System games. Learning how to play Sonic the Hedgehog, and how to be inexplicably popular in Brazil.

SEGA 250: Sega Genesis: Strategies and techniques of Sega Genesis games. Learn to use terms like "Blast Processing" to mock the Nintendo students.

SEGA 260: Sega CD: Strategies and techniques of Sega CD games. Must have studied SEGA 250 to enroll.

SEGA 270: Sega 32X: Strategies and techniques of Sega 32X games. Must have studied SEGA 250 and 260 to enroll.

SEGA 300: Saturn: Strategies and techniques of Sega Saturn games. Learn to play frisbee with the controllers.

SEGA 330: Dreamcast: Strategies and techniques of Dreamcast games. Learning to play online in order to ignore the fact that only seven games were released. Learning to differentiate between the Resident Evils.

SEGA 350: Where's Sega?: Students learn how to forfeit the console wars and design a sports series to challenge EA. Students will sell their ideas to students in the Nintendo, Sony, and Microsoft classes.

## SONY (SONY)

SONY 101: Playing Sony Games. Students play various Sony games. Freshman seminar.

SONY 150: Introduction to Sony: History of Sony, skipping the boring parts that have nothing to do with video games.

SONY 220: The Failed Business Model: Students will design a product superior to its counterparts currently on the market, then design a marketing strategy guaranteeing their product's failure.

SONY 250: Sony Playstation 1 I: Students will design a CD drive for the students in NIN 290 and present it to them.

SONY 260: Sony Playstation 1 II: Upon rejection in SONY 250, students will learn strategies and techniques of Playstation 1 games.

SONY 330: Sony Playstation 2: Strategies and techniques of Playstation 2 games. Students will learn to appreciate games with better graphics but no substantive gameplay differences whatsoever.

SONY 380: Sony Playstation 3: Strategies and techniques of Playstation 3 games. Tuition for this course is 6x as expensive as that of any other.

## MONTY PYTHON SCHOOL OF EXCEPTIONALLY QUOTABLE MOVIES AND TELEVISION SHOWS

## MOVIES (FILM)

FILM 101: Quoting for Fun: Students will watch several quotable films, then quote them at each other. Freshman seminar.

FILM 150: Monty Python and the Quest for the Holy Grail: Students will memorize the entirety of Holy Grail, the most essential film of this curriculum.

FILM 220: Half Baked: Fuck you, fuck you, fuck you, you're cool, fuck you, I'm out.

FILM 250: Office Space: No, no, no, we're going to federal pound-me-in-the-ass prison.

FILM 280: Anchorman: 60% of the time, it works every time.

FILM 320: Caddyshack: It's in the hole.

FILM 350: The Big Lebowski: Not fair? Who's the fuckin' nihilist here?

FILM 380: Quoting to Impress Women: Advanced class for honors students only.

## TELEVISION (TV)

TV 101: Quoting for Fun: Students will watch several quotable television shows, then quote them at each other. Freshman seminar.

TV 150: Family Guy: As with FILM 150, this is the foundation of all quotable television. Students will watch all episodes.

TV 220: The Simpsons: I've seen teams suck before, but they were the suckiest bunch of sucks that ever sucked.

TV 250: Monty Python's Flying Circus: My hovercraft is full of eels.

TV 320: Arrested Development: I shall hide behind that garbage car.

TV 350: Aqua Teen Hunger Force: I shall not walk so that a child may live!

TV 380: Quoting to Impress Women: As with FILM 380, for honors students only. Has never been passed.

## SCHOOL OF MONSTERS AND COOL MADE-UP ANIMALS

### REAL MONSTERS (REAL)

REAL 101: Urban legends?: Students will interview crazy homeless men, senile park rangers, and tearful children to learn the basis for the various monster tales. Freshman seminar.

REAL 102: Zombies 101: A broad overview of all things undead. Different species of zombie will be studied, and real-world application of lecture topics will be required. Idiosyncratic numbering schemes will not be addressed.

REAL 150: Not Urban Legends: Students will interview Yeti, Loch Ness (and other) Monsters, and other various “urban legend” creatures with tenured positions here at LDU.

REAL 220: Yeti Lifestyles and Culture: The lifestyles and culture of the Yeti. Avoiding all cameras. Wandering aimlessly through the forest. Difficulties in purchasing shoes.

REAL 250: The Loch Ness Monster: Guest lectures by both the Monster himself and by the human population near the Loch about the long history of horror stories and idiot tourists.

REAL 300: Comparative Zoology: Yeti and Sasquatch argue in front of the class about whose lifestyle is better.

REAL 320: Basic Monster: The simple alphabet of grunts and whines used throughout the monster kingdom, combined with basic vocabulary.

REAL 340: Yeti Language Studies: Students will learn basic communication skills essential for life with Yeti populations.

REAL 350: Immersion Experience: Honors students only. Students will live and study with Yeti/Sasquatch colonies throughout the world.

### SUPPOSEDLY FICTIONAL MONSTERS (FICTION)

FICTION 101: Vampires!: Students will be vampirized and released upon the unsuspecting local population. Freshman seminar.

FICTION 150: Fiction vs. Film: Students will watch many of the classic monster movies: The Creature from the Black Lagoon, Frankenstein, The Mummy, Blacula, etc. The stars of the films (the monsters, not the actors) will give guest lectures.

FICTION 220: Dracula: Students will learn about the life and times of Dracula, from his days as Vlad Tepes, the Impaler, to his modern embarrassment over films such as Dracula 2000.

FICTION 250: The Mummy: Mummies, their lives and times. Students will compare real (“boring”) mummies from ancient Egypt to allegedly fictional (“awesome”) mummies with the powers of hypnosis and necromancy.

FICTION 310: Frankenstein: Students will learn from Victor Frankenstein himself how to assemble and re-animate their own Monster from corpse parts. With lab. Fall only; students will spend the prior summer grave-robbing.

FICTION 350: Dr. Jekyll and Mr. Hyde: How to incorporate evil alternate personalities into daily lifestyles. Lectures by Dr. Henry Jekyll. Sudden, unannounced guest lectures by Edward Hyde. Students wishing to hear lectures from Henry Hyde (R-IL) should seek another university.

## TOLKIEN SCHOOL OF FANTASY

### SWORDS (SWORD)

SWORD 101: Swords!: Students shall engage in mock swordfights with many types of (dull) swords. Freshman seminar.

SWORD 150: Introduction to Swords: A brief survey and review of the various types of swords used throughout history and their attendant fighting techniques.

SWORD 220: The Gladius: Styles and techniques of Roman swordfighting. Nude fighting not required but encouraged. With lab.

SWORD 230: The Rapier: Styles and techniques of European nobleman swordfighting. Effete exclamations and postures shall also be covered. With lab.

SWORD 240: The Cutlass: Styles and techniques of the swordsmanship of pirates. Extra credit for fighting with a wooden leg and/or a parrot. With lab.

SWORD 250: The Broadsword: Styles and techniques of medieval knightly combat. Large, awkward attacks encouraged. With lab.

SWORD 300: The Duel: Students, having selected their preferred type of sword, shall learn the ancient rules of combat by sword and use them to settle at least one difference with a classmate.

SWORD 330: Alternative Sword Combat: One sword in each hand. Throwing a sword. Chaining two swords together. Juggling three or more swords whilst fighting.

SWORD 370: Master Swordsman: Students will be assigned to a quest group as swordsman and will go questing.

## SORCERY (MAGIC)

MAGIC 101: Tricks and Illusions: Students shall learn conventional card, coin, and other “magic tricks.” Freshman seminar.

MAGIC 150: Intro to Sorcery: Basic incantations. Simple magic spells. Elementary spell ingredients.

MAGIC 210: Elemental Magic I: Magic of fire: fireballs, pyrokinesis, etc.

MAGIC 220: Elemental Magic II: Magic of water: floods, weather control, freezing magic, etc.

MAGIC 230: Elemental Magic III: Magic of earth: earth tremors, transmutation, animation, etc.

MAGIC 240: Elemental Magic IV: Magic of air: wind, lightning, restorative spells, etc.

MAGIC 300: Necromancy: Students will learn to raise the dead.

MAGIC 320: “White” Magic: Students will learn to apply the basic four elements towards “good” magic -- healing, banishing the undead, etc. Cannot be taken if MAGIC 340 has been taken.

MAGIC 340: “Black” Magic: Students will learn to apply the basic four elements towards “evil” magic -- death, destruction, and general mayhem. Cannot be taken if MAGIC 320 has been taken.

MAGIC 350: Summoning: Students will learn to summon and control the most awful of nightmarish beasts from the nether dimensions. LDU accepts no responsibility for the actions of angry, captive demons should they escape.

MAGIC 370: Master Sorcerer: Students will be assigned to a quest group as magicians (of their skill set) and will go questing.

## R.O.T.O.R SCHOOL OF SCIENCE FICTION

### IMAGINATION (IMAG)

IMAG 101: Science Fiction at the Movies: Students will go to the movies and watch science fiction films, dressed in appropriate costume. Freshman seminar.

IMAG 150: Introduction to Science Fiction: Students will sample a wide range of science fiction television and film. Students may also read science fiction literature, but no comprehension will be tested!

IMAG 210: Lost in Space: Students that stay awake for 90% of the semester receive automatic A grades.

IMAG 240: Doctor Who I: Studies of seasons 1 through 9.

IMAG 241: Doctor Who II: Studies of seasons 10 through 18.

IMAG 242: Doctor Who III: Studies of seasons 19 through 26. God damn, that's a lot.

IMAG 243: Doctor Who IV: Shit, they're making *more*?!

IMAG 270: Blake's 7: Bleak, fatalistic science fiction study. Tuition is triple the budget of the entire series.

IMAG 300: Babylon 5: Students will submit a detailed history of Earth/Minbar relations for their final exam.

IMAG 320: The X-Files: Any student who can clearly and concisely explain the conspiracy at the heart of the series receives an automatic A.

IMAG 330: The Sci-Fi Original: A sampling of various no-budget science fiction film, including Death Machine, Boa vs. Python, and Mansquito.

IMAG 360: The Budget: A survey of various Hollywood big-budget science fiction epics, and a consideration of why these are almost always worse than their no-budget televised counterparts.

## REALITY (TRUE)

TRUE 101: Laser Fight!: Students play laser tag all semester, and are graded by performance.

TRUE 150: Introduction to Science Fiction Technology: Students are taught the basics of laser weaponry, transporter technology, cloning, lightsaber duels, etc. With lab.

TRUE 200: The Laser: History of the laser, from invention to the awesome present form. Lasers will be tested in a variety of fun situations.

TRUE 220: Transporting: Students will learn how to beam things from one place to another. This class often fills with Lucaberry students, so enroll fast!

TRUE 250: Lasers + Swords: Students will be educated in the proper fighting techniques involving these deadly light-swords. Often confused with lightsabers, but those don't exist. What the hell does this look like, some kind of dream world?

TRUE 280: Robots: Leave the design and construction to the engineers, this is where we learn to make them do our bidding! Includes instruction on what to do when the robots conclude humanity must be eradicated.

TRUE 310: Hover-cars: Piloting techniques, relevant traffic laws, etc.

TRUE 330: Becoming a Madman: Assembling hordes of evil robot followers. Acquiring a disability. Speaking in an insane voice. Using phrases like "from beyond the grave."

TRUE 340: Comparative Biology: Studying the differences between various species of animal -- and then combining them in horrific transporter accidents!

TRUE 380: Interplanetary Relations: Honors diplomatic seminar. Will spend the semester "abroad."

## SCHOOL OF NINJITSU AND SUPER POWERS

## NINJITSU (NINJA)

NINJA 101: Ninjas are Everywhere: Students will learn the basic concealment techniques of ninja. Students are advised not to immediately use this knowledge in women's lockerrooms.

NINJA 150: History of Ninjitsu: The history and philosophical code of the ninja. Students will be educated in this before they are allowed to learn the appropriate fighting techniques.

NINJA 200: Basic Ninjitsu I: Simple martial arts. Leaping between things. Ninja costuming and concealment.

NINJA 220: Basic Ninjitsu II: Disappearance. Smoke bombs. Throwing stars and other projectiles. Swordplay.

NINJA 260: Basic Ninjitsu III: Ninja magic.

NINJA 300: Secret Ninja Course: This space left blank... if you're not a ninja!

NINJA 340: Master Ninja Seminar I: Students will introduce themselves into the general student population as ninja.

NINJA 350: Master Ninja Seminar II: Students will establish gangs of rival ninja, and will battle throughout campus.

NINJA 360: Master Ninja Seminar III: Students will organize and conduct a final ninja battle via helicopter at the homecoming football game of the nearby state university.

## SUPER POWERS (SUPER)

SUPER 101: Super Powers in Fiction: Students will read comic books and watch movies featuring superheroes, then discuss their powers in depth. Freshman seminar.

SUPER 130: Introduction to Your Super Powers: Students will be extensively tested for any latent super powers. Those students without powers can volunteer for exposure to radioactive material.

SUPER 170: History of Super Powers: Students will learn the history and uses of their personal super powers.

SUPER 210: Flight: Learning to fly, from various heights and locations.

SUPER 220: Super Strength: Lifting and throwing things. Bashing through walls. Stomping things.

SUPER 230: The Powers of an Animal, or Shapeshifting: Various uses for eagle-like vision or cat-like reflexes or spider-like strength. Training in mauling for those who actually morph into real animals.

SUPER 240: Green Lantern: Doing whatever the hell it is the Green Lanterns do -- you get one of those cool rings, at any rate.

SUPER 310: Using Your Powers for Good: Learning to battle supervillains. Guest lecturer: Superman. Coordinate lab with SUPER 330.

SUPER 330: Becoming a Supervillain: Learning to defeat superheroes. Guest lecturer: Lex Luthor. Coordinate lab with SUPER 310.

SUPER 360: Forming a Super-Band: Banding together with other superheroes/supervillains for an efficient combined use of powers. Introduction of even more powerful opponents such that your efforts to team up are rendered useless.

## LUCABERRY SCHOOL OF STAR

### STAR TREK (TREK)

TREK 101: Together For Once: Students will watch both Star Trek episodes and Star Wars movies. Joint freshman seminar with WARS 101. The only cooperative class between the two majors.

TREK 150: Introduction to Star Trek: Survey of Star Trek history, including memorization of the biography of Gene Roddenberry.

TREK 200: The Original Series: Students shall watch TOS, as well as the relevant films, and present an academic paper on Federation/Klingon relations or on the Kirk/Spock/McCoy dynamic.

TREK 220: The Animated Series: Students shall watch TAS, discussing whether or not the absence of Walter Koenig's voice negatively impacted the program.

TREK 240: The Next Generation: Students shall watch TNG, and contemplate the effect of the introduction of the Borg on the future universe.

TREK 260: Deep Space Nine: Students shall watch DS9, discussing whether it was a brave step forward or a gob of spit upon Roddenberry's grave.

TREK 280: Voyager: Students shall watch VOY. Any student to detect any character development of a regular character at any point in the seven seasons shall receive an automatic A.

TREK 290: Enterprise: Students shall watch ENT, which is why nobody ever enrolls in this.

TREK 310: Kirk vs. Picard: Intellectual debate, with costumes.

TREK 330: Conventions: The history of conventions. Lab shall involve visiting several, in appropriate costume.

TREK 350: The Science of Star Trek: Incredibly complex scientific lecture, handily founded upon utter bullshit intended to make students sound smart.

TREK 380: Trek vs. Wars: Adversarial joint lab with WARS 380, the result of which will answer the most important question in the history of humanity.

## STAR WARS (WARS)

WARS 101: Together For Once: Students will watch both Star Trek episodes and Star Wars movies. Joint freshman seminar with WARS 101. The only cooperative class between the two majors.

WARS 150: Introduction to Star Wars: Survey of Star Wars history, including memorization of the biography of George Lucas.

WARS 220: The Original Trilogy: Students shall survey Episodes IV, V, and VI, and reflect upon how the almost total lack of talent in all phases of production save special effects still managed to make one of the great trilogies of all time.

WARS 260: The New Trilogy: Students shall survey Episodes I, II, and III, and reflect upon how Our Lord and Savior George Lucas has crafted the

greatest of all human masterpieces. Those who challenge the quality of the films shall fail immediately.

WARS 290: The Books: Nobody reads these, but we needed a third class for the minor requirement.

WARS 310: Space Engineering: Study of the massive capital ships and their surprising practicality in battle, as well as the logic of not bothering to shield Imperial fighter craft.

WARS 330: Conventions: The history of conventions. Lab shall involve visiting several, in appropriate costume.

WARS 340: The Art of the Lightsaber: Lightsaber technique for display. Best suited for private webcam shows, which will certainly not be leaked to the internet.

WARS 360: Advanced Yoda: Learn to speak as Yoda students shall.

WARS 380: Trek vs. Wars: Adversarial joint lab with TREK 380, the result of which will answer the most important question in the history of humanity.