

USC SCHOOL of Cinematic Arts

DIVISIONS:

Critical Studies

Degrees offered: B.A., M.A., Ph.D.

Committed to the understanding of film, television, and interactive media in relation to the world by studying and analyzing the processes behind their creation.

Scholars are engaged with the examination of moving image media, popular culture, and the art and industries of film, television, and interactive media, exploring their social, political, economic, and aesthetic impact both at home and abroad.

cinema.usc.edu/criticalstudies

Film & Television Production

Degrees offered: B.A., M.F.A.

Designed to build specific skills upon a strong foundation of general knowledge of film and television production. Students learn all aspects of cinematic storytelling, from writing and producing to directing, sound design, cinematography, and editing.

cinema.usc.edu/production

John C. Hench Division of Animation & Digital Arts

Degrees offered: B.A., M.F.A.

Combining experimentation and innovation with digital technologies and rigorous course work that includes the history of animation, writing for animation, animation fundamentals, film and television techniques, experimental animation, interactive animation, computer animation and critical studies.

cinema.usc.edu/animation

MINORS AND certificate programs:

Cinema-Television Undergraduate Minor

For non-Cinematic Arts majors who are interested in film study.

Animation & Digital Arts Undergraduate Minor

An introduction to the theory and practice of animation, including its relationship to the history of art and cinema, creative writing, and basic film production.

Interactive Media

Degrees offered: B.A., M.F.A.

Critical and theoretical abilities, creative and conceptual design skills, and collaborative and production skills, combine with a deep understanding of the knowledge required to meld technology with storytelling, art, music, and game design.

cinema.usc.edu/interactive

The Peter Stark Producing Program

Degree offered: M.F.A.

With an equal emphasis on the creative and the managerial aspects of producing, the program prepares women and men for careers as independent film and television producers or executives. The program covers the industry's economics and history, entertainment law, studio management, budgeting, marketing, and producing for television and non-mainstream producing.

cinema.usc.edu/producing

Writing for Screen & Television

Degrees offered: B.F.A., M.F.A.

Focused on the fundamentals of creating for visual media, specifically writing scenes, short scripts, treatments and full-length feature screenplays. A broad breadth of other courses concentrate on the unique structuring of episodic television, along with production, directing, editing, history and theory, and the business aspects of the industry.

cinema.usc.edu/writing

Cinema-Television for the Health Professions Minor

Done in collaboration with the Keck School of Medicine at USC, this program gives researchers and clinicians the cinematic knowledge they need to establish clear lines of communication with television and movie producers.

The Undergraduate Minor in Screenwriting

The Minor in Screenwriting is designed to train non-writing majors in the creatively challenging field of creating stories for screen and television.

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FILM • TELEVISION • INTERACTIVE

UNIVERSITY OF SOUTHERN CALIFORNIA

Undergraduate Minor in Video Game Design & Management

Offered jointly through the Interactive Media Division and the Information Technology Program in the USC Viterbi School of Engineering.

Organized Research units:

Entertainment Technology Center (ETC)

The Entertainment Technology Center seeks to understand the impact of new technologies on the entertainment industry. Research activities include Digital Cinema testing and evaluation and the New Digital Home (broadband entertainment on demand, home networking, and new content distribution methods and devices).

www.etccenter.org

Entertainment Concentration for Graduate Students/ Undergraduate Program in Entertainment Business

Both programs done in conjunction with the USC Marshall School of Business.

Institute for Multimedia Literacy (IML)

The Institute for Multimedia Literacy develops educational programs and conducts research on the changing nature of literacy in a networked culture. The IML's educational programs address students, teachers, and faculty across the educational spectrum: including K-12 teachers, student teachers, and higher education faculty. In the fall of 2006, USC created the "Multimedia in the Core" program, extending the philosophy to general education courses across the university. The IML also supports faculty-directed research that seeks to transform the nature of scholarship within the disciplines.

cinema.usc.edu/iml
