

## FILM AND MEDIA STUDIES MAJOR – 2021

Prerequisite courses + 9 other courses

### Prerequisites (2):

#### 1. One introductory course:

- FILM 1 Introduction to Film
- FILM 2 Introduction to Television
- FILM 3 Introduction to Digital Arts

#### 2. FILM 20: Film History I (Silent to Sound)

### Course & Term:

1.

2.

### Other courses (9):

\*No single course can count for two different requirements. (e.g. FILM 21 can count for either requirement #1 or #2, but not both)

#### 1. One survey film history course from the following:

- FILM 21: Film History II (1930-1966)
- FILM 22: Film History III (1960-1990)
- FILM 23: Film History IV (1990-Present)

#### 2. One additional media history course from among the following:

- FILM 21: Film History II (1930-1966)
- FILM 22: Film History III (1960-1990)
- FILM 23: Film History IV (1990-Present)
- FILM 45: U.S. Television History
- FILM 42: National Cinema

Students may also petition to the department to count specific offerings of the following topics classes for credit in this requirement:

- FILM 41 (e.g., Genre: Animation History),
- FILM 46 (e.g. Topics in Television: Industrial Roots of the Information Superhighway)
- FILM 47 (e.g. Topics in Film: Studio System or History of Documentary)

#### 3. FILM 40 Theories and Methodologies of Film and Media Studies

### Course & Term:

1.

2.

3.



4 - 6. **Three Studies courses** from among the following. At least one of which must be a Television Studies course (FILM 45, FILM 46):

- FILM 41: Genre
- FILM 42: National Cinema
- FILM 43: Film Creator
- FILM 44: Theory Meets Practice
- FILM 45: U.S. Television History
- FILM 46: Topics in Television
- FILM 47: Topics in Film
- FILM 48: Topics in Digital Culture
- FILM 50: Topics in Media Theory

7. **One Production course** from among the following:

- FILM 30: Documentary Videomaking
- FILM 31: Filmmaking I
- FILM 33: Screenwriting I
- FILM 35: Animation: Principles and Practice
- FILM 36: Videomaking
- FILM 37: Directing for the Camera
- FILM 51: Game Design Studio

8. and 9. **Two courses at an advanced level**, one of which must be the culminating experience:

- FILM 32: Filmmaking II
- FILM 34: Screenwriting II
- FILM 38: Advanced Animation
- FILM 39: Advanced Videomaking
- FILM 41: Genre
- FILM 42: National Cinema
- FILM 43: Film Creator
- FILM 44: Theory Meets Practice
- FILM 45: U.S. Television History
- FILM 46: Topics in Television
- FILM 47: Topics in Film
- FILM 48: Topics in Digital Culture
- FILM 49: Practicum in Digital Culture and New Technology
- FILM 50: Topics in Media Theory
- FILM 80: Independent Study
- FILM 93: Major Project
- FILM 95: Honors Project

**Course & Term:**

4.

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9.

