CINEMA AND MEDIA ARTS

Faculty
Chair: Gerald Fisher, Ph.D.
Professors: Fisher, Gonzales
Associate Professors: Schmidt, Swain, Tucker, Yamada
Assistant Professors: Steffen, Vang

Courses
Cinema and Media Arts (CNMA)

CNMA 101 - Introduction to Visual Storytelling  Credits 3
An introduction to the building blocks of storytelling: character, setting and plot. Students will read and study the steps of the Hero's Journey as used in current Hollywood films. They will analyze story structure, write short stories and create film ideas and short screenplays. Special emphasis will be given to the history, art and aesthetics of storytelling.
Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $40.

CNMA 102 - Visual Aesthetics  Credits 3
Through an introduction to the building blocks of visual storytelling, students will learn to use film grammar to tell their stories effectively. Special emphasis will be given to lighting, color, shape, line, and space.
Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $60.

CNMA 103 - Introduction to Digital Media Production  Credits 3
Creative teams discover the building blocks of media: the writing, directing, shooting and editing of pictures and sound to create short films. Notes: Open to non-CNMA majors with departmental permission.
Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $60.

CNMA 104 - History of Cinema  Credits 3
Creating historians via a survey of the development of the motion picture including the evolution of motion pictures as an art form, classic Hollywood narrative structure, technological developments, communication medium, and industry. Films screened in the course will be analyzed from perspectives of auteur theory, genre theory and thematic criticism. Special emphasis will be given to cultural criticism locating films in their unique time and place.
Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $40.

CNMA 105 - Introduction to Critical Theory  Credits 3
An introduction to the art, expression, structures, contexts and appreciation of film through the following topics. Film as art is expressed through mise-en-scene, cinematography, editing and sound. Film is broadly structured into narrative, documentary and experimental forms, each with a set of genres. Films are created within unique historical, cultural, movement and other contexts that contribute to the film's meaning and purpose. Films can be better understood through the application of critical theories and methods.
Notes: Approved for Core Curriculum (GE) credit. Grade Mode: A.
Restrictions: Must be Undergraduate Level.

CNMA 106 - Introduction to Digital Film Production  Credits 3
A comprehensive introduction to the basic components and principles of game design and gameplay. The course includes mechanics, system dynamics, dramatic elements, level design, and user expectations experience. Students design and playtest several original game ideas through iterative physical prototypes.
Grade Mode: A.
Restrictions: Must be Undergraduate Level.
CNMA 251 - Sound Design  Credits 2
An introduction to the theory and practice of storytelling with sound. Topics include physics, acoustics and psychoacoustics of sound, field and studio sound recording, multi-track mixing and editing, Foley, automatic dialog replacement, and sound effects as applied to film, television, games, recording arts and other media. Grade Mode: A.
Prerequisites: CNMA 101, CNMA 102.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $100.

CNMA 262 - Directing for TV and Film  Credits 2
Covers all aspects of directing for motion pictures and television. Includes emphasis on the director’s role and responsibility in the following stages: script, casting, actors, pre-production, camera, post-production. Also covers the director’s spiritual preparation and integration into the craft. Students complete one short film. Grade Mode: A.
Prerequisites: CNMA 101, CNMA 102.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $100.

CNMA 301 - Transmedia Design  Credits 2
Introduction to the techniques of storytelling across multiple emerging technology platforms and formats such as streaming on YouTube and virtual reality. Explores the history and convergence of the Internet with personal computers. Topics include web design, media streaming, small screen production, apps for smartphones, graphic design, interactivity, augmented reality, audio and video formats for new media; computer hardware, operating systems, networking and content management systems. Grade Mode: A.
Prerequisites: CNMA 102 or BUSN 212.
Restrictions: Must be a Major in Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $40.

CNMA 302 - Production Management  Credits 3
Covers the budgeting and scheduling necessary for media production. Students learn the parameters considered in making decisions to balance the creative goals and logistical demands of production. Matters of insurance; deal negotiation; contracts; union rules (including SAG-AFTRA, DGA, IATSE) copyright and clearance issues; management of crew; liaison difficulties with studios, clients and outside publics; and other issues will be covered. Evaluation of students' understanding will be based on a budget and schedule for a one hour single camera drama they will be required to complete, as well as pertinent test and quizzes. Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $50.

CNMA 303 - Cinematography  Credits 2
Explores the aesthetics and technology of the film image. Students will understand basic composition, lighting and exposure and what makes an image attractive to the human eye. Significant lab/hands-on experience included with an emphasis on cameras, lighting, grip and electric. Grade Mode: A.
Prerequisites: CNMA 101, CNMA 102.
Corequisites: CNMA 315.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $100.

CNMA 310 - Visual Effects and Motion Graphics  Credits 3
An examination of digital visual effects for film, television, games and other media. The class covers basic 2-D and 3-D modeling, compositing, digital lighting, mattes, animation and the vfx pipeline. Participants should have extensive computer experience. Grade Mode: A.
Prerequisites: CNMA 301.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $100.

CNMA 312 - Screenwriting II  Credits 3
This intermediate-level course guides students through the development of a synopsis and treatment and completion of a feature-length screenplay with instruction in theme, structure, plot, character, mise-en-scene and utilization of cinematic elements. Grade Mode: A.
Prerequisites: CNMA 203.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $20.

CNMA 315 - Editing for Film and Television  Credits 2
An intense study of the craft and role of the editor as storyteller. Covers various genres and formats such as features, documentaries, short films, and trailers. Emphasis on the editor’s role in other aspects of post-production, including audio, music, color correction, digital effects, and distribution masters. Several individual projects allow hands-on practical learning. Grade Mode: A.
Prerequisites: CNMA 101, CNMA 102.
Corequisites: CNMA 303.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $100.

CNMA 320 - Advanced Studies in Criticism  Credits 3
A detailed critical study of a particular auteur, genre, era, nation or theme. The course will be offered with a rotating series of subjects and professors focused upon film or broadcast history. Notes: May be taken multiple times for credit. Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $40.

CNMA 323 - Writing the One-Hour Drama Pilot  Credits 3
An advanced workshop in which students write an original one hour-long dramatic series pilot script and TV show bible that includes a summary of characters and storylines. Grade Mode: A.
Prerequisites: CNMA 203.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $40.

CNMA 325 - Designing Game Narratives  Credits 3
An exploration of how storytelling acts as a vital mechanism for driving gameplay forward to tell emotionally-resonant stories using the medium of digital games. Relevant story-driven games will be analyzed, and techniques such as branching narratives, procedural stories, and environmental storytelling will be discussed. Students will create a design document for a game that tells a story. Grade Mode: A.
Restrictions: Must be Undergraduate Level.
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<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
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<th>Prerequisites</th>
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<tbody>
<tr>
<td>CNMA 327</td>
<td>Game Engines</td>
<td>3</td>
<td>This course focuses on level design for video games using a professional game development framework. Students learn components of a successful interactive environment. Course modules include level building, materials, theme, mood, texturing, modeling, lighting, terrain, optimization, cut-scenes, animation, visual effects, streaming, responsiveness to player actions and testing.</td>
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<td>CNMA 331</td>
<td>Motion Picture Script Analysis</td>
<td>3</td>
<td>Classic and contemporary award-winning films will be screened along with critical analysis to reveal the hidden story structure within them. Emphasis is on the principles of screen storytelling by identifying key story concepts, elements of the eight-sequence structure, and character development. This course does not require previous writing or production experience.</td>
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<td>CNMA 350</td>
<td>Advanced Studies in Media Production</td>
<td>1-3</td>
<td>Aspects of theory and practice in media production. Notes: May be taken multiple times for credit with different course content.</td>
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<td>CNMA 351</td>
<td>Writing the Scene</td>
<td>3</td>
<td>This course will take students through the study of story premise, outline, treatment and draft as it pertains to both feature motion pictures and television plays. Students will write each of these various elements in the process of screenplay development. There will be thirteen writing assignments during the semester. Each student's material will be reviewed and critiqued by the instructor and the students in the class one week later. Several of the assignments will be rewritten after notes have been given.</td>
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<td>CNMA 352</td>
<td>Character Development and Dialogue</td>
<td>3</td>
<td>An exploration of characters and dialogue in TV and film, utilizing various techniques to create unique, unforgettable characters and rich dialogue. A variety of scenes will be written throughout the course with an emphasis on creativity and imagination.</td>
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<td>CNMA 353</td>
<td>Media Literacy</td>
<td>3</td>
<td>This course will cover the effect of visual media on society and the noticeable absence of learning the grammar of visual language within the educational process. Instead of relegating the study of media to a simple inoculation against negative images, this course seeks to understand and celebrate the quite human process of media creation and consumption with the hope of restoring agency to the audience and accountability to the creator.</td>
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<td>CNMA 354</td>
<td>The TV Writer's Room - 1 Hr Spec</td>
<td>3</td>
<td>Taught in the mode of a TV writer's room in which the instructor is the showrunner, students will each write an episode of an existing dramatic television series within the hour-long format with an emphasis on conception, pitching, characterization and structure.</td>
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<td>CNMA 355</td>
<td>Television Programming</td>
<td>3</td>
<td>A study of the television business from a programming perspective. Students learn how programming of each season reflects the culture, sociological, and economic trends of the times. A variety of sitcoms, dramas and variety shows are viewed and students learn how current programming has developed from formats that were successful in the 1950s through the present.</td>
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<td>CNMA 358</td>
<td>Motion Picture Pre-Production</td>
<td>3</td>
<td>The first course of a three-course sequence (358, 359, 452) in which a dramatic film will be produced. This course emphasizes the essential pre-production aspects including script development, budgeting, casting, set construction, location surveys, and develops skills in using production equipment.</td>
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<td>CNMA 359</td>
<td>Motion Picture Production</td>
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<td>Principal photography will be done for the film project begun in 358. Emphasizes lighting, camera operation, sound recording and directing.</td>
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<td>Prerequisites: CNMA 251, CNMA 262, CNMA 303, CNMA 315.</td>
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<td>CNMA 360</td>
<td>The TV Writer's Room - Writing the Half Hour Spec</td>
<td>3</td>
<td>Taught in the mode of a TV writer's room in which the instructor is the showrunner, students will each write an episode of an existing half-hour comedy series, with emphasis on the anatomy of a joke, comedic structure, and character.</td>
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<td>CNMA 361</td>
<td>Intermediate Production: Narrative</td>
<td>3</td>
<td>The planning and creation of a short fiction film or TV project with a special emphasis upon collaboration. Students will form crews, practicing the crafts of writing, directing, cinematography, editing and sound design.</td>
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<td>CNMA 362</td>
<td>Intermediate Production: Documentary</td>
<td>3</td>
<td>The planning and creation of short documentary projects with a special emphasis upon collaboration. Students will form crews, practicing the crafts of writing, directing, cinematography, editing and sound design. The course will cover the planning and creation of short documentary projects with a special emphasis upon collaboration.</td>
<td>A</td>
<td>CNMA 101</td>
<td>Must be Cinema and Media Arts (CNMA); and Undergraduate Level.</td>
<td>$100.00</td>
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<td>CNMA 364</td>
<td>Media Performance</td>
<td>3</td>
<td>Use of acting skills in front of television cameras using scenes from actual television and film scripts. Includes critiques of acting methods. The course will cover the use of acting skills in front of television cameras using scenes from actual television and film scripts.</td>
<td>A</td>
<td>CNMA 251</td>
<td>Must be Cinema and Media Arts (CNMA); and Undergraduate Level.</td>
<td>$25.00</td>
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<td>CNMA 365</td>
<td>Digital Audio Editing and Post Production</td>
<td>3</td>
<td>Exploration of digital audio editing. Entirely computer-based exploration of developing, composing, recording, mixing and posting audio for film, television and recording arts. The course will cover the exploration of digital audio editing.</td>
<td>A</td>
<td>CNMA 101</td>
<td>Must be Cinema and Media Arts (CNMA); and Undergraduate Level.</td>
<td>$50.00</td>
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<td>CNMA 366</td>
<td>Film and Television Adaptation</td>
<td>3</td>
<td>A practical workshop in adapting material from other media, such as novels, comic books, graphic novels, short stories, magazine and newspaper articles, and biographical materials into scripts for TV and film. The course will cover a practical workshop in adapting material from other media, such as novels, comic books, graphic novels, short stories, magazine and newspaper articles, and biographical materials into scripts for TV and film.</td>
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<td>CNMA 101</td>
<td>Must be Cinema and Media Arts (CNMA); and Undergraduate Level.</td>
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<td>CNMA 375</td>
<td>Expansive Media</td>
<td>3</td>
<td>An introduction to the fundraising, creating and producing, promoting, branding, and distribution of documentaries, music videos, commercials, mobisodes, webisodes, and industrial films. The course will cover an introduction to the fundraising, creating and producing, promoting, branding, and distribution of documentaries, music videos, commercials, mobisodes, webisodes, and industrial films.</td>
<td>A</td>
<td>CNMA 251</td>
<td>Must be Cinema and Media Arts (CNMA); and Undergraduate Level.</td>
<td>$25.00</td>
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<td>CNMA 392</td>
<td>Principles of Advertising</td>
<td>3</td>
<td>Advertising principles and techniques. The study of effective and ineffective forms of advertising. Applications linked to public relations, media events, marketing, and communication encounters. The course will cover advertising principles and techniques.</td>
<td>A</td>
<td>CNMA 101</td>
<td>Must be Cinema and Media Arts (CNMA); and Undergraduate Level.</td>
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<td>CNMA 405</td>
<td>Understanding Representation</td>
<td>2</td>
<td>This course will involve learning the importance of representation for the writer, how to get representation, and how to develop this relationship to one's best advantage, learning basic contracts that professionals in the industry will need in order to do business in their areas. In addition, this will include packaging and pitching of projects, which students will learn to reduce ideas to basic components enhancing verbal presentation skills. The course will cover learning the importance of representation for the writer, how to get representation, and how to develop this relationship to one's best advantage, learning basic contracts that professionals in the industry will need in order to do business in their areas. In addition, this will include packaging and pitching of projects, which students will learn to reduce ideas to basic components enhancing verbal presentation skills.</td>
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<td>CNMA 420</td>
<td>Coverages and Rewrites</td>
<td>2</td>
<td>A course in learning to perform coverage of scripts and in rewriting and polishing dramatic scripts for television and motion pictures. An emphasis will be placed on critical analysis of story structure from classic films to contemporary works. Includes identification of key story concepts and elements of three-act structure. The course will cover a course in learning to perform coverage of scripts and in rewriting and polishing dramatic scripts for television and motion pictures. An emphasis will be placed on critical analysis of story structure from classic films to contemporary works. Includes identification of key story concepts and elements of three-act structure.</td>
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<td>CNMA 425</td>
<td>Advanced Audio Recording</td>
<td>3</td>
<td>Development of advanced aesthetics and techniques in miking, mixing, recording, editing and processing audio for music production. Includes both studio and live recording of musical performances. Developing a master CD is the final project of the class. The course will cover development of advanced aesthetics and techniques in miking, mixing, recording, editing and processing audio for music production. Includes both studio and live recording of musical performances. Developing a master CD is the final project of the class.</td>
<td>A</td>
<td>CNMA 365</td>
<td>Must be Cinema and Media Arts (CNMA); and Undergraduate Level.</td>
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<td>CNMA 433</td>
<td>Mass Media Law and Ethics</td>
<td>3</td>
<td>Study of theoretical approaches to the First Amendment as well as specific areas of concern to professional journalists such as defamation, privacy, fair trial, obscenity, copyright, shield laws, sunshine laws, etc. The course will cover study of theoretical approaches to the First Amendment as well as specific areas of concern to professional journalists such as defamation, privacy, fair trial, obscenity, copyright, shield laws, sunshine laws, etc.</td>
<td>A</td>
<td>CNMA 356</td>
<td>Must be Cinema and Media Arts (CNMA); and Undergraduate Level.</td>
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<td>CNMA 440</td>
<td>Cinema and Media Arts Internship</td>
<td>1-3</td>
<td>A real-world learning experience beyond the university classroom. The focus is working in a media-related organization such as a production company, network, studio or media ministry. The course will test students' commitment, aptitude and stamina for work within the entertainment industry. Includes on-campus sessions designed to strengthen and expand professional skills. The course will cover a real-world learning experience beyond the university classroom. The focus is working in a media-related organization such as a production company, network, studio or media ministry. The course will test students' commitment, aptitude and stamina for work within the entertainment industry. Includes on-campus sessions designed to strengthen and expand professional skills.</td>
<td>A</td>
<td>CNMA 356</td>
<td>Must be Cinema and Media Arts (CNMA); and Undergraduate Level.</td>
<td>$50.00</td>
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<tr>
<td>CNMA 447</td>
<td>Advanced Screen Writing</td>
<td>3</td>
<td>Advanced work in writing and polishing dramatic scripts for television and motion pictures. The course will cover advanced work in writing and polishing dramatic scripts for television and motion pictures.</td>
<td>A</td>
<td>CNMA 356</td>
<td>Must be Cinema and Media Arts (CNMA); and Undergraduate Level.</td>
<td>$50.00</td>
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<tr>
<td>CNMA 449</td>
<td>The Role of the Producer</td>
<td>3</td>
<td>Producers make film and television happen. This course covers what a producer does to create a budget, to find financing, to manage the production process, and to market and distribute a film or television project. The course will cover producers make film and television happen. This course covers what a producer does to create a budget, to find financing, to manage the production process, and to market and distribute a film or television project.</td>
<td>A</td>
<td>CNMA 101</td>
<td>Must be Cinema and Media Arts (CNMA); and Undergraduate Level.</td>
<td>$25.00</td>
</tr>
<tr>
<td>CNMA 450</td>
<td>Cinema and Media Arts Practicum</td>
<td>1-3</td>
<td>Directed practical experience in the various fields of mass communication. The course will cover directed practical experience in the various fields of mass communication.</td>
<td>A</td>
<td>CNMA 101</td>
<td>Must be Cinema and Media Arts (CNMA); and Undergraduate Level.</td>
<td>$25.00</td>
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</tbody>
</table>
CNMA 451 - Audio Post Production for Film and TV Credits 3
Development of advanced aesthetics and techniques in composing, editing and processing audio for film and television postproduction. Includes ADR, sound effects, surround sound and orchestra recording.
Grade Mode: A.
Prerequisites: CNMA 365.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $50.

CNMA 453 - Beauty as Truth Credits 2
This course will explore the idea of how to get one's worldview into the story without ruining the story. It will study how story works to impact an audience, and how the filmmaker uses the many aspects of film apart from just dialogue to tell the story and shape the message. Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 454 - Film, Television, and the Arts: Racial and Gender Issues Credits 3
Students will learn to analyze and critically evaluate ideas, arguments, and points of view and understand their own values and ethics. Specifically, students will analyze the relationship between cultural representations of race and gender to constructions of the self through an examination of the experiences of artists and celebrities in contemporary popular media such as film/television, music, and performance. Through weekly reading assignments, media presentations, and original research projects, students will develop theoretical, analytical, and research skills to better understand the complex and dynamic relationship between popular culture and the social self. Students are also welcome to share current media content relevant to the course subject. Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 455 - Media Management Credits 3
Covers management strategies as applied to media companies, including television stations, cable systems, motion picture production companies, companies in the emerging technologies and ministry media. In addition, students will receive guidance geared toward final preparation for entering into executive positions in the entertainment industry. Projects include resumes, cover letters, interview and meeting techniques, reader coverage, and concludes with students pitching projects to current entertainment executives. Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 456 - Senior Portfolio Credits 3
Student creates a capstone project with advice and guidance from faculty. The project will represent the student's highest achievement in media creation. Projects can include scripts, recordings, films, and other emerging media. Projects premiere publicly at the end of the semester.
Grade Mode: A.
Restrictions: Must be Senior Class; and Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $50.

CNMA 457 - Mass Communication Theory Credits 3
Social scientific theory in mass communication with emphasis on practical usefulness of theories. Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 458 - Mass Communication Research Credits 3
Methodology for mass communication research, including sampling, questionnaire design and introduction to statistics. Students conduct an audience analysis, focus groups and research project. A major goal is to become adept at reading and evaluating research reports. Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 459 - Faith and Film Credits 3
This is the capstone integration course covering what a Christian film is and what makes a Christian filmmaker. Films will be analyzed and discussed to understand how God’s truth can be seen in films regardless of who creates them. Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 460 - Advanced Production Credits 3
Students will perform a particular above-the-line function (producer, director, cinematographer, editor, sound designer, production designer) for an advanced production that will serve as a calling card/resume builder. Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $100.

CNMA 464 - Advanced Editing for TV and Film Credits 3
This workshop-based course will require students to edit entire short films to understand not just what makes a scene work but an entire story arc. Through the critiquing of one another's work, students will learn to articulate what is, and is not, working in their weekly cuts. Grade Mode: A.
Prerequisites: CNMA 315.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $50.

CNMA 465 - Advanced Directing for TV and Film Credits 3
The three keys to directing will be covered in this class: visual structure, working with actors and leadership. Grade Mode: A.
Prerequisites: CNMA 262.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: $40.

CNMA 470 - Cinema and Media Arts Seminar Credits 1-3
A rotating variety of topics and production experiences often employing special guests from within the media industries. Possible topics include, but are not limited to, Fund Raising, Event Planning, Visual Effects, Audio Recording, Cinematography, Production Design, the Sundance Film Festival, the City of the Angels Film Festival, the Biola Media Conference.
Notes: May be taken multiple times. Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
Fee: May involve lab fees.

CNMA 475 - Church Media Credits 2
The duties of a 'media director' inside the local church are explored. Students will learn how to start and manage a media ministry, providing them with the skills to team build, produce content, shepherd volunteers, and communicate with other church leadership. With marketing to the church in mind, students will discover trends and track sales. Grade Mode: A.
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.
CNMA 480 - Directed Research  
Credits 1-3  
Individual research in an area of mass communication determined in consultation with the instructor. Notes: Special approval required. May be taken for a total of 6 credits. Grade Mode: A.  
Restrictions: Must be Cinema and Media Arts (CNMA); and Undergraduate Level.