

CINEMA AND MEDIA ARTS (CNMA)

Courses

CNMA 101 - Introduction to Writing for Visual Storytelling Credits 3

An introduction to the building blocks of storytelling: character, setting and plot. Students 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.

Restriction(s): Must be Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), Writing for Film and Television (CNWR), or Music Composition (MUCO); and Undergraduate Level.

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.

Restriction(s): Must be a major in Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), Writing for Film and Television (CNWR), or a Media Studies minor (CNMS); and Undergraduate Level.

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. **Note(s):** Open to non-CNMA majors with departmental permission. **Grade Mode:** A.

Restriction(s): Must be a concentration in Entertainment Business (CNEB) or Entertainment Producing (CNEP); or a major in Writing for Film and Television (CNWR) or Music Composition (MUCO); and Undergraduate Level.

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.

Restriction(s): Must be a major in Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), Writing for Film and Television (CNWR), Communication Studies (COMM), Communication Studies minor (COMM), Media Studies minor (CNMS), or Acting for Stage and Screen concentration (COSS); and Undergraduate Level.

CNMA 105 - History of Television and Digital Media Credits 3

This course is a survey of American television broadcasting and digital media from inception to present day. The course analyzes a diverse selection of television and digital content, viewing them as an art form, examining the Hollywood narrative structure, technological developments, communication medium, and overall industry. **Grade Mode:** A.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 110 - Film Appreciation 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. Core Curriculum: Approved for Core - Fine Arts. **Grade Mode:** A. **Restriction(s):** Must be Undergraduate Level.

CNMA 115 - Introduction to the Business of Entertainment Credits 3

An introductory course designed to provide a macro look at how the various fields and components of the entertainment world are structured and interrelate with one another, from product creation to distribution, marketing to monetization, studio to network/platform relationships, and among other related areas. Students gain perspective on the power and worldwide impact of the media industry. **Note(s):** This course is in teach-out. **Grade Mode:** A.

Restriction(s): Must be Undergraduate Level.

CNMA 130 - Understanding Your Customer: Audience

Analytics

Credits 3

To be an effective communicator you must start by understanding your target audience. This is not only who they are, but how they consume media. A product without an audience will remain unseen. This is a critical course for all students as it explores how to determine your target audience, and subsequently, how to effectively reach your intended audience with your story and message. Students learn how people consume media, across which platforms, how this data is tracked, and what it tells us. **Note(s):** This course is in teach-out. **Grade Mode:** A.

Prerequisite(s): CNMA 115.

Restriction(s): Must be Undergraduate Level.

CNMA 140 - History of Games and Interactive Technology Credits 3

An exploration of the history of digital games and the technology that supports them. Students will play and critically analyze games from different eras and genres, while exploring the underlying hardware and software, and learning the stories of the designers and game companies involved. **Grade Mode:** A.

Restriction(s): Must be Undergraduate Level.

CNMA 203 - Screenwriting I

Credits 3

An introductory course to the art of writing for film and television. Includes emphasis on structure, especially the hero's journey, archetypes, genre and story outline. Students will develop a detailed treatment before creating a feature screenplay. **Grade Mode:** A.

Prerequisite(s): CNMA 101.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 204 - Entertainment Business

Credits 3

A survey of current industry practices and careers in film, television, music and emerging technologies. Students will learn to research and analyze the career and business choices of current professionals in the industry and create long-term strategies for entering into and succeeding in the entertainment business. Special emphasis will be given to the unique ethical questions and biblical applications that arise within the Hollywood context. **Grade Mode:** A.

Restriction(s): Must be a major in Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), Writing for Film and Television (CNWR), Music Composition (MUCO), or Entertainment and Events PR concentration (PREE); and Undergraduate Level.

CNMA 210 - Internship Seminar**Credit 1**

This course will equip students to succeed at finding and completing an internship. Sessions will focus on the various types of internships available, search tools, resume workshops, LinkedIn development, interview practice, and networking. **Grade Mode:** A.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 215 - Game Design Fundamentals**Credits 3**

A comprehensive introduction to the basic tools and principles of game design, including mechanics, system dynamics, dramatic elements, level design and user experience design. Students design and playtest several original game ideas through iterative physical prototypes.

Grade Mode: A.

Restriction(s): Must be Undergraduate Level.

CNMA 224 - Media Distribution - Domestic and Global**Credits 3**

A key source of revenue for media companies is the distribution of their product throughout the world. With a growing number of platforms available to receive content, students will be able to witness the life-cycle of product once it hits the marketplace, from launch onward. Desirable content can continue generating revenue for decades. Students will learn how product is sold and windowed across territories and platforms including theatrical, pay-per-view (PPV), On Demand (subscription and ad-supported), linear pay, linear commercial, digital streaming, apps, and retail. **Note(s):** This course is in teach-out. **Grade Mode:** A.

Prerequisite(s): CNMA 115.

Restriction(s): Must be Undergraduate Level.

CNMA 238 - Content Creation and Strategy in a Digital Age**Credits 3**

At the core of the media business, it's all about the content. Entertainment businesses develop, produce, acquire, and/or house user-generated content as part of their business models. The aggregation of this content creates studios, networks, platforms and brands. Students learn how completed content is acquired, how new content is developed, the greenlighting process inside organizations, and the strategies employed by industry leading companies to aggregate all of this content for the consumer. **Note(s):** This course is in teach-out. **Grade Mode:** A.

Prerequisite(s): CNMA 115.

Restriction(s): Must be Undergraduate Level.

CNMA 240 - Production I: Directing in Narrative, Documentary and Short Form**Credits 3**

This course introduces students to the major categories of media production through the creation of three short films in narrative (fiction), documentary, and short form. Student teams are assigned directing, cinematography, and producing roles to create an example in each category. Classes will include basic film theory and grammar, writing, practical directing techniques, interviewing, identifying documentary and other intellectual property, and serializing stories.

Grade Mode: A.

Corequisite(s): CNMA 245.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 245 - Production II: Media Lab**Credits 3**

Students participate in four labs of producing, cinematography, sound design, and editing that provide instruction, resources and support for completing CNMA 240 projects. This course is taken concurrently with CNMA 240 Production I: Directing. **Grade Mode:** A.

Corequisite(s): CNMA 240.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 275 - Entertainment Marketing**Credits 3**

This course provides a deep dive into the methods by which entertainment businesses market themselves and the product they provide to customers, and how it has changed through the years. Brand campaigns, electronic press kits (EPKs), on-air promotion, trailer creation and distribution, digital ads, short-form campaigns, and other promotional strategies are just a part of this complex yet critical aspect of the entertainment world where media is used to support media.

Note(s): This course is in teach-out. **Grade Mode:** A.

Prerequisite(s): CNMA 115.

Restriction(s): Must be Undergraduate Level.

CNMA 280 - The Power of Media**Credits 2-3**

This course examines the effect of media on society by demonstrating how it is perceived and interpreted by the consumer. Beginning with a thorough foundation in media theory, students will unlock the power of media on audiences across film, television, digital media, games, and more. Students will also learn how to identify target audiences and craft media to effectively communicate to them. **Grade Mode:** A.

Restriction(s): Must be a major in Cinema and Media Arts (CNMA),

Game Design and Interactive Media (CNGM), Writing for Film and Television (CNWR), or a Media Studies minor (CNMS); and Undergraduate Level.

CNMA 301 - Transmedia Design**Credits 3**

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.

Prerequisite(s): CNMA 102.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

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.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 303 - Intermediate Cinematography**Credits 3**

A cinematographer, or director of photography, is a film professional who works closely with a director to create the visual style of a production. This course explores the aesthetics of capturing scenes. Students will learn how to frame subjects, how to use natural light and other basic lighting techniques, how to think about camera settings during operation, including white balance and exposure in the attempt to capture a mood. **Grade Mode:** A.

Prerequisite(s): CNMA 101, CNMA 102, CNMA 240, CNMA 245.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); Junior Class, or Senior Class; and Undergraduate Level.

CNMA 305 - Intermediate Game Design**Credits 3**

Building on game design concepts learned in Fundamentals, this course focuses on creating digital prototypes in order to develop a design suitable for production in the advanced course. Topics include game balancing, control schemes, and testing for completeness and accessibility. This course also continues to explore how to design story and game mechanics that convey a Christian worldview. **Grade Mode:** A.

Prerequisite(s): CNMA 215, CNMA 325 (may be taken concurrently), CNMA 327.

Restriction(s): Must be Game Design and Interactive Media (CNGM); and Undergraduate Level.

CNMA 307 - Sound Design**Credits 3**

Sound Design entails the entire workflow of storytelling through sound and engages the process of establishing a sound aesthetic. Topics include the physics and psychoacoustics of sound, from working with voice actors, to recording on the field and in-studio for sound effects and foley, and sound editing as applied to film, TV, games, and all other media. **Grade Mode:** A.

Prerequisite(s): CNMA 101, CNMA 102, CNMA 240, CNMA 245.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 308 - Digital 3D Modeling**Credits 3**

Investigates the creation of 3D models using industry-standard software. Topics include hard surface modeling, texturing, lighting, rendering, proper modeling topology, and efficient 3D workflows.

Note(s): Open to non-CNMA majors with departmental permission.

Grade Mode: A.

Restriction(s): Must be a major in Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), Music Composition (MUCO), or Animation concentration (ARAN); and Undergraduate Level.

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.

Prerequisite(s): CNMA 240, CNMA 245.

Restriction(s): Must be a major in Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), Writing for Film and Television (CNWR), Media Studies minor (CNMS), or Animation concentration (ARAN); and Undergraduate Level.

CNMA 311 - Level Design**Credits 3**

This course takes general game design concepts learned in Fundamentals and applies them to game levels. Like scenes in a movie, game levels define the individual moments where gameplay and story unfold. Topics include teaching the player how to play, emotional feedback systems, puzzle design, modular design, and parallels to architecture and theme park design. **Grade Mode:** A.

Prerequisite(s): CNMA 215, CNMA 327.

Restriction(s): Must be a major in Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), Writing for Film and Television (CNWR), or Animation concentration (ARAN); and Undergraduate Level.

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.

Prerequisite(s): CNMA 203.

Restriction(s): Must be Writing for Film and Television (CNWR); and Undergraduate Level.

CNMA 314 - History of Film Music**Credits 3**

A chronological survey of how music and film have been paired together throughout the last 100+ years. Time will be spent analyzing various viewpoints, techniques, and concepts related to music and cinema, and how the practical outgrowths of those philosophies may have been influenced by certain events or artistic movements in modern history. **Grade Mode:** A.

Restriction(s): Must be Undergraduate Level.

CNMA 315 - Intermediate Editing**Credits 3**

A course designed to go deeper into the craft of editing. Utilizing a mixture of theory and practice, students will learn what makes cuts and scenes work, study overall story structure, rhythms, character development, and how editors create the final draft of the screenplay. Students will grow in their knowledge of Adobe Premiere, Adobe AfterEffects and DaVinci Resolve, and sharpen their proficiency in aspects such as working in the timeline, color grading, sound mixing, workflow and final delivery. Several individual projects allow hands-on practical learning. **Grade Mode:** A.

Prerequisite(s): CNMA 101, CNMA 102, CNMA 240, CNMA 245.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); Junior Class, or Senior Class; and Undergraduate Level.

CNMA 317 - Intermediate Directing Techniques**Credits 3**

Students will learn directing techniques for film and television. The course includes a hands-on approach of understanding visual grammar, casting, working with actors, and blocking for the camera. Students will also explore the director's spiritual preparation and integration into the craft. **Grade Mode:** A.

Prerequisite(s): CNMA 101, CNMA 102, CNMA 240, CNMA 245.

Restriction(s): Must be Directing concentration (CNDR); Junior Class or Senior Class; and Undergraduate Level.

CNMA 318 - Character Modeling and Animation**Credits 3**

Exploration of the creation of organic 3D models using industry-standard software to create characters with realistic movements. Topics include lighting, rendering, character modeling and rigging, digital sculpting, animation techniques. **Grade Mode:** A.

Restriction(s): Must be in a major in Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), Writing for Film and Television (CNWR), or Animation concentration (ARAN); and Undergraduate Level.

CNMA 320 - Studies in Film Criticism**Credits 3**

The comparison, analysis, interpretation, and/or evaluation of films by a particular auteur and having to do with a specific genre, era, nation or theme. The course will be offered with a rotating series of subjects led by various instructors. **Note(s):** May be taken multiple times for credit; class level restrictions vary by topic. **Grade Mode:** A.

Prerequisite(s): Will vary depending on topic offered.

Restriction(s): Must be a major in Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), Writing for Film and Television (CNWR), or a Media Studies minor (CNMS); and Undergraduate Level.

Repeat Limit (after first attempt): 2.

CNMA 323 - Writing the Pilot**Credits 3**

An advanced workshop in which students write an original pilot script and TV show bible that includes a summary of characters and storylines. **Grade Mode:** A.

Prerequisite(s): CNMA 203.**Restriction(s):** Must be Writing for Film and Television (CNWR); and Undergraduate Level.**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.

Restriction(s): Must not be Freshman Class; and must be Undergraduate Level.**CNMA 327 - Game Engines****Credits 3**

A hands-on workshop in creating interactive game environments using industry-standard game engine software. Topics include level building, materials, lighting, cut-scenes, animation, artificial intelligence, visual effects and programming to respond to player actions. **Grade Mode:** A.

Restriction(s): Must not be Freshman Class; and must be Undergraduate Level.**CNMA 331 - Motion Picture Script Analysis****Credits 3**

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. **Grade Mode:** A.

Restriction(s): Must be Entertainment Producing (CNEP) or Writing for Film and Television (CNWR); and Undergraduate Level.**CNMA 345 - Virtual Production Fundamentals****Credits 3**

Virtual production merges traditional cinematic practices, animation techniques and game engine technology to create media projects. It simultaneously manipulates physical and digital assets so that live and virtual elements are captured in-camera at the same time. Virtual production can pre-visualize complex scenes or create scenes that simply cannot be shot physically. This emerging technique is used to create visual effects for feature films and streaming television, as well as animated storyboards, 3D animation, lighting design, test camera framing and lenses and other uses throughout the production pipeline. The tools cross over into other industries such as architecture, product creation, and training and simulation exercises. Students will create various virtual production projects and will need a computer that meets the minimum specifications for Unreal Engine. **Grade Mode:** A.

Prerequisite(s): CNMA 101, CNMA 102, CNMA 240, CNMA 245.**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.**CNMA 350 - Studies in Media Production****Credits 1-3**

Aspects of theory and practice in media production. **Note(s):** May be taken multiple times for credit; class level restrictions vary by topic.

Grade Mode: A.**Prerequisite(s):** Will vary depending on topic offered.**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.**Repeat Limit (after first attempt):** 4.**CNMA 351 - Writing the Scene****Credits 3**

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. **Grade Mode:** A.

Prerequisite(s): CNMA 203.**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.**CNMA 352 - Character Development and Dialogue****Credits 3**

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. **Grade Mode:** A.

Prerequisite(s): CNMA 203.**Restriction(s):** Must be Writing for Film and Television (CNWR); and Undergraduate Level.**CNMA 354 - Writing the TV Spec Script****Credits 3**

In this course, students will choose a current television series to watch and analyze for the purpose of writing an episode of said series. This "spec script" can serve as a sample of student's writing style for professional work, demonstrating student's ability to create stories for an extant series and to write in established character's voices. Students will also learn how to pitch story ideas and to work collaboratively to outline the arc of a current TV show. **Grade Mode:** A.

Prerequisite(s): CNMA 203.**Restriction(s):** Must be Writing for Film and Television (CNWR); and Undergraduate Level.**CNMA 355 - Television Programming and Content Strategy****Credits 3**

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. **Grade Mode:** A.

Prerequisite(s): CNMA 101.**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.**CNMA 358 - Motion Picture Pre-Production****Credits 3**

The first course of a two-course sequence (358 and 359) in which the Biola 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. **Grade Mode:** A.

Prerequisite(s): CNMA 101, CNMA 102, CNMA 240, CNMA 245.**Corequisite(s):** CNMA 359.**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.**Additional Fee(s):** Variable fees may apply for International Study Tour.

- CNMA 359 - Motion Picture Production** Credits 3
The second course of a two-course sequence (358 and 359) in which the Biola Film will be produced. Principal photography will be done for the film project begun in 358. Emphasizes lighting, camera operation, sound recording and directing. **Grade Mode:** A.
Prerequisite(s): CNMA 101, CNMA 102, CNMA 240, CNMA 245.
Corequisite(s): CNMA 358.
Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.
Additional Fee(s): Variable fees may apply for International Study Tour.
- CNMA 360 - The TV Writers' Room** Credits 3
This course explores every aspect of the television writers' room experience, including breaking stories, creating outlines, acting as a writers' assistant, running the room, and workshoping writing scenes and episodes of a current television series in the room. Emphasis will be placed on writing in the voice of existing characters, developing an eye for episodic structure, giving and receiving notes, and being a member of a team of writers/creatives. **Grade Mode:** A.
Prerequisite(s): CNMA 203.
Restriction(s): Must be Writing for Film and Television (CNWR); and Undergraduate Level.
- CNMA 361 - Intermediate Production: Narrative** Credits 3
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. **Grade Mode:** A.
Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.
- CNMA 362 - Nonfiction: Documentary** Credits 3
The planning and creation of nonfiction documentary projects with a special emphasis upon collaboration. Students form crews and practice the crafts of writing, directing, interviewing, shooting, editing, and sound design as applied to nonfiction documentaries. **Grade Mode:** A.
Prerequisite(s): CNMA 101, CNMA 102, CNMA 240, CNMA 245.
Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.
- CNMA 364 - Media Performance** Credits 3
Use of acting skills in front of television cameras using scenes from actual television and film scripts. Includes critiques of acting methods. **Grade Mode:** A.
Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.
- CNMA 365 - Digital Audio Editing and Post Production** Credits 3
Exploration of digital audio editing. Entirely computer-based exploration of developing, composing, recording, mixing and posting audio for film, television and recording arts. **Grade Mode:** A.
Prerequisite(s): CNMA 101, CNMA 102, CNMA 240, CNMA 245.
Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.
- CNMA 368 - Film and Television Adaptation** Credits 3
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. **Grade Mode:** A.
Prerequisite(s): CNMA 203.
Restriction(s): Must be Writing for Film and Television (CNWR); and Undergraduate Level.
- CNMA 370 - Sundance Film Festival** Credits 2
The Sundance Film Festival is the leading venue for independent film premieres. This course is an immersive plunge into the art and commerce of the entertainment industry taking place in Park City, Utah during the second week of the Sundance Film Festival. The festival will serve as a laboratory as students attend screenings, discussions and seminars. **Note(s):** This course cannot be substituted for any other CNMA major requirements; it may only be used toward the CNMA upper-division elective requirement. **Grade Mode:** A.
Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.
Repeat Limit (total number of credits): 4.
Additional Fee(s): Variable fee to cover lodging, screenings and seminars.
- CNMA 375 - Showrunning** Credits 3
An introduction to the fundraising, creating and producing, promoting, branding and distribution of a short television series. **Grade Mode:** A.
Prerequisite(s): CNMA 103 and CNMA 203; or CNMA 203 and CNMA 240.
Restriction(s): Must be Entertainment Business concentration (CNEB), Entertainment Producing concentration (CNEP), Directing concentration (CNDR), or Writing for Film and Television major (CNWR); and Undergraduate Level.
- CNMA 382 - Film Financing** Credits 3
An exploration of the fundraising, creating and producing, promoting, branding, and distribution of feature films and other media. The course introduces to the student the role of the creative and entrepreneurial producer. **Grade Mode:** A.
Prerequisite(s): CNMA 302.
Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.
- CNMA 385 - History and Theology of Entertainment** Credits 3
To understand the current state of the media industry, one must understand the role that entertainment plays in a flourishing human society. The course will take a look at the history of entertainment, its role in society, and the way it has contributed to and competed with the religious and spiritual life of a culture. We will examine entertainment ranging from ancient spectacle violence to today's film, television, digital and social media industries. **Note(s):** This course is in teach-out. **Grade Mode:** A.
Prerequisite(s): CNMA 115.
Restriction(s): Must be Undergraduate Level.
- CNMA 392 - Principles of Advertising** Credits 3
Advertising principles and techniques. The study of effective and ineffective forms of advertising. Applications linked to public relations, media events, marketing and communication encounters. **Grade Mode:** A.
Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.
- CNMA 395 - The Role of the Production Assistant** Credit 1
This intensive, weekend course will equip students with hands-on training to learn the technical skills required for an entry-level position as a production assistant on a major production. The course is also intended for students looking to enter scripted entertainment fields, and for those planning to seek assistant jobs. Students will be expected to participate in two, 12-hour intensive, workshop days. **Grade Mode:** A.
Restriction(s): Must not be Freshman Class; and must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 401 - Advanced Game Design**Credits 3**

Working from a design document created in the intermediate course, students will develop a complete game or game level, suitable for submission to game festivals. Special emphasis will be placed on learning and using an iterative production process such as Agile Scrum.

Grade Mode: A.**Prerequisite(s):** CNMA 305, CNMA 311.**Restriction(s):** Must be Game Design and Interactive Media (CNGM); Junior Class or Senior Class; and Undergraduate Level.**CNMA 402 - Game Producing****Credits 3**

An in-depth survey of video game project management and business, this course focuses on game development from the eyes of a producer. Includes case studies and hands-on exercises in budgeting, scheduling, team management, legal and intellectual property issues, and fundraising. The unique challenges of publishers vs. developers and AAA vs. indie studios will also be explored. **Grade Mode:** A.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); Junior Class or Senior Class; and Undergraduate Level.**CNMA 405 - Understanding Representation****Credits 2**

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. **Grade Mode:** A.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.**CNMA 411 - Sales and Monetization****Credits 3**

Through many ways of generating revenue, the movement of money across the media industry includes Business to Business (B2B), Business to Consumer (B2C), and Consumer to Consumer (C2C). From commercially driven networks to subscription models, from apps to influencers, students learn how the media business (and those within it) generate revenue. **Note(s):** This course is in teach-out. **Grade Mode:** A.

Prerequisite(s): CNMA 115.**Restriction(s):** Must be Undergraduate Level.**CNMA 420 - Coverage and Development for Film and Television****Credits 3**

Students will analyze scripts as potential properties, write coverage from the perspective of a production company, and write development notes with the goal of improving purchased scripts prior to their production. **Grade Mode:** A.

Prerequisite(s): CNMA 203.**Restriction(s):** Must be Entertainment Business concentration (CNEB), Entertainment Producing concentration (CNEP), or Writing for Film and Television major (CNWR); and Undergraduate Level.**CNMA 422 - Entertainment Law****Credits 3**

Deal making and deal structure is a regular part of the entertainment business, regardless of one's field of expertise. Students learn the scope of entertainment law, including the various types of contracts which their career might require including executive contracts, independent contractor agreements, options, purchase agreements, talent deals, production deals, license deals, non-disclosure agreements (NDAs), and merchandising deals. **Note(s):** This course is in teach-out. **Grade Mode:** A.

Prerequisite(s): CNMA 115.**Restriction(s):** Must be Undergraduate Level.**CNMA 423 - Themed Entertainment for an Immersive World****Credits 3**

This course explores the creative development journey that leads to storytelling in a physical space as expressed in theme parks, cruise ships, restaurants, museums, etc. Through lectures, guest speakers and student projects, the process and creative culture started by Walt Disney is examined for such experiences as Pirates of the Caribbean, Space Mountain or a Haunted Mansion. These creative ideas often live for decades in the real world. **Note(s):** Open to non-CNMA majors with departmental permission. **Grade Mode:** A.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.**CNMA 425 - Advanced Audio Recording****Credits 3**

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. **Grade Mode:** A.

Prerequisite(s): CNMA 365.**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.**CNMA 430 - Advanced Visual Effects****Credits 3**

An advanced workshop in visual effects, this course continues to build compositing and motion graphics techniques while exploring new topics such as 3D camera tracking (match moving), motion capture, pre-visualization, and production-quality 3D content creation. **Grade Mode:** A.

Prerequisite(s): CNMA 310.**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.**CNMA 433 - Mass Media Law and Ethics****Credits 3**

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. Exploration of applied professional ethics and contemporary professional issues of ethics for media professionals. **Grade Mode:** A.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.**CNMA 437 - Studio, Network, and Digital Media Corporate Management****Credits 3**

This course is not about the product but about the people behind the product. Students learn how a variety of media organizations are structured with a highlight on the current executives within leadership roles. Through the students, the class will learn about these leaders' professional journey, and will additionally understand how departments within these organizations interrelate with one another.

Note(s): This course is in teach-out. **Grade Mode:** A.**Prerequisite(s):** CNMA 115.**Restriction(s):** Must be Undergraduate Level.

CNMA 440 - Cinema and Media Arts Internship Credits 0.5-3

An internship offers an individualized learning experience outside the university classroom. Working in a media-related organization such as a production company, network, studio or media ministry provides the student an opportunity to explore career interests, apply knowledge and skills learned in the classroom, and develop a personal network for future employment. Includes on-campus sessions designed to strengthen and expand professional skills. **Note(s):** Special approval required; recommended junior or senior year; total internship hours vary between 60-90 hours per credit depending on the catalog year; may be taken multiple times for a maximum of 4 credits. **Grade Mode:** A.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

Repeat Limit (total number of credits): 4.

CNMA 449 - The Role of the Producer Credits 3

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. **Grade Mode:** A.

Restriction(s): Must not be Freshman Class; and must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 450 - Cinema and Media Arts Practicum Credits 1-3

Directed practical experience in the various fields of mass communication. **Note(s):** May be taken multiple times; class level restrictions vary by topic. **Grade Mode:** A.

Prerequisite(s): Will vary depending on topic offered.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

Repeat Limit (total number of credits): 6.

CNMA 451 - Sound Mixing Credits 3

Sound Mixing centers on the process of post-production sound mixing in stereo and in 5.1 for film and TV. Students will learn techniques on mixing dialogue, music, and sound effects for effective storytelling, as well as orchestral recording. This course also engages the process of establishing a sound aesthetic through the form of sound mixing. **Grade Mode:** A.

Prerequisite(s): CNMA 101, CNMA 102, CNMA 240, CNMA 245.

Restriction(s): Must be in the Department of 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.

Restriction(s): Must be a major in Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), Writing for Film and Television (CNWR), or a Media Studies minor (CNMS); 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. **Restriction(s):** Must be in the Department of 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.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); Senior Class; 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.

Restriction(s): Must be in the Department of 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.

Restriction(s): Must be a major in Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), Writing for Film and Television (CNWR), or a Media Studies minor (CNMS); Senior Class; and Undergraduate Level.

CNMA 460 - Advanced Cinematography Credits 3

A cinematographer, or director of photography, is a film professional in charge of creating a style for a production by working with crew as much as working with the director. This course explores how various crew positions contribute to cinematography as a whole. Students will learn how light and camera interact, and how to use lighting and camera techniques to tell stories. **Grade Mode:** A.

Prerequisite(s): CNMA 303.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); Senior Class; and Undergraduate Level.

CNMA 461 - Senior Portfolio: Game Design Credits 3

In this capstone course for the Game Design major, students work individually or in groups to create a portfolio-worthy game, game level, or other work of interactive media. Projects are student-led, though faculty will provide guidance and encourage students to innovate in design and storytelling. Students will also create a plan for using their completed project to attract potential employers, publishers, or investors. **Grade Mode:** A.

Prerequisite(s): CNMA 305.

Restriction(s): Must be Game Design and Interactive Media (CNGM); Senior Class; and Undergraduate Level.

CNMA 462 - Senior Portfolio: Writing**Credits 3**

In this course, students will demonstrate their highest achievement in media creation so as to help launch and build their respective careers. Students will be expected to complete and present a portfolio of their best work over the course of their academic journey in the Writing for Film and Television, B.A. **Grade Mode:** A.

Prerequisite(s): CNMA 312, CNMA 323, CNMA 352.

Restriction(s): Must be Senior Class; Writing for Film and Television (CNWR); and Undergraduate Level.

CNMA 464 - Advanced Editing**Credits 3**

An intense focus on the role of the editor, designed to prepare students for a career in the field. The course centers on narrative and non-fiction storytelling, workflow, color grading, sound, motion graphics, and other essential skills. Students are expected to reach advanced proficiency in Adobe Premiere and AVID Media Composer. **Grade Mode:** A.

Prerequisite(s): CNMA 315.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); Senior Class; and Undergraduate Level.

CNMA 465 - Advanced Directing for Film & TV**Credits 3**

Students will take a deeper dive into advanced techniques for working with actors. Students will learn to work both in front of and behind the camera. The three keys to understanding the director's role will also be covered in this class: visual structure, working with actors and leadership. **Grade Mode:** A.

Prerequisite(s): CNMA 317.

Restriction(s): Must be Directing concentration (CNDP); Senior Class; and Undergraduate Level.

CNMA 467 - Entertainment and Production Financing**Credits 3**

What does it cost? How are productions financed? How are platforms financed? Students learn what it takes to finance a new idea/project, determine the costs, and learn methods of raising funds to cover the expense of licensing and/or creating entertainment. Whether working independently or part of a corporation, it is knowledge every student would benefit knowing. **Note(s):** This course is in teach-out. **Grade Mode:** A.

Prerequisite(s): CNMA 115.

Restriction(s): Must be Undergraduate Level.

CNMA 468 - Nonfiction: Series**Credits 3**

The readings, lectures, and activities in this course will provide skills to enable students to conceptualize a nonfiction series. Course instruction will include story development, production planning, aesthetic and technical production, and editing techniques, as well as legal and ethical issues in nonfiction series programming. Students produce a proof-of-concept demo showcasing the documentary series. **Grade Mode:** A.

Prerequisite(s): CNMA 101, CNMA 102, CNMA 240, CNMA 245.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

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, and production design. **Note(s):** May be taken multiple times; class level restrictions vary by topic. **Grade Mode:** A.

Prerequisite(s): Will vary depending on topic offered.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

Repeat Limit (after first attempt): 6.

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.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

CNMA 478 - Capstone for Entertainment Business**Credits 3**

As the capstone course for students in the B.S., Entertainment Business program, this course will cast a vision for engaging in the modern entertainment industry as a Christian vocation. Current topics in media management will be engaged through both a practical and theological lens. As a culmination of this course, students pitch and complete a project related to an area of vocational interest. The project will exhibit excellence relative to industry standards and faithfulness to a Christian vision of calling. **Note(s):** This course is in teach-out. **Grade Mode:** A.

Prerequisite(s): CNMA 130, PREL 110, CNMA 224, CNMA 238, CNMA 275, BUSN 319, BUSN 320, BUSN 376, CNMA 385, CNMA 411, CNMA 422, CNMA 437, CNMA 467.

Restriction(s): Must be Undergraduate Level.

CNMA 480 - Directed Research**Credits 1-6**

Individual research in an area of media communication determined in consultation with the instructor. The proposal is expected to be at least as rigorous as other upper-division courses with approximately 50 hours of documented work for each unit of credit. **Note(s):** Special approval required; may be taken multiple times. **Grade Mode:** A.

Restriction(s): Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

Repeat Limit (total number of credits): 6.