

# 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.

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

**Course 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.

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

**Course 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. **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.

**Course 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.

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

**Course Fee:** \$40.

## 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.

**Course Fee:** \$20.

## 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 202 - Introduction to Mass Media Credits 3

A survey of the major mass media: film, television, music, print, radio, Internet and others. Includes history, growth, societal, business practices, legal and technological aspects of each. Includes individual considerations for the influence, world views expressed, and integration within mass media. **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.

**Course Fee:** \$40.

## 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.

**Course Fee:** \$20.

## CNMA 204 - The 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 in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

**Course Fee:** \$40.

## CNMA 205 - Perception and Media Credits 3

This course focuses on the role perception plays in our relationship with media. While we may feel as though our perception is thorough and complete in our experience of the world, it is actually partial at best. However, that does not prevent us from interpreting our world. In this course we will explore the numerous ways in which we compensate for that perceptual deficit. These practices take on added significance when we perceive and interpret mediated images. **Grade Mode:** A.

**Restriction(s):** Must be 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 240 - Introduction to Production I: Directing in Narrative, Documentary and Serial Media Credits 3**

Introduction to Production I: Directing has three modules that overall introduce the major categories of historical media production; narrative (fiction), documentary and serial/streaming/new media. One third of the semester will be spent in each area. Students will participate in exercises, lectures, and discussions in each of the areas and work in a team of three to produce an example in each category each. Students will be randomly assigned to direct their team for one 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.

**Prerequisite(s):** CNMA 102, CNMA 104, CNMA 203.

**Corequisite(s):** CNMA 245.

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

**Course Fee:** \$200.

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

The tools, principles and aesthetics of the major crafts of media arts production: producing, cinematography, sound design and editing. This course is taken current with CNMA 240 Introduction to Production: Directing and provides the resources for completing the projects for that course. **Grade Mode:** A.

**Prerequisite(s):** CNMA 102, CNMA 104, CNMA 203.

**Corequisite(s):** CNMA 240.

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

**Course Fee:** \$200.

**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.

**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.

**Course 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.

**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.

**Course Fee:** \$40.

**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.

**Prerequisite(s):** CNMA 102 or BUSN 212.

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

**Course Fee:** \$100.

**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.

**Course Fee:** \$50.

**CNMA 303 - Cinematography Credits 3**

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.

**Prerequisite(s):** CNMA 240, CNMA 245.

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

**Course Fee:** \$100.

**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 327.

**Corequisite(s):** CNMA 325.

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

**Course Fee:** \$100.

**CNMA 307 - Sound Design Credits 3**

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.

**Prerequisite(s):** CNMA 240, CNMA 245.

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

**Course 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.  
**Prerequisite(s):** CNMA 240, CNMA 245, CNMA 301.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.  
**Course Fee:** \$100.
- 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 Undergraduate Level.  
**Course 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.  
**Prerequisite(s):** CNMA 203.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.  
**Course Fee:** \$20.
- CNMA 315 - Editing for Film and Television** Credits 3  
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.  
**Prerequisite(s):** CNMA 240, CNMA 245.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.  
**Course Fee:** \$100.
- CNMA 317 - Directing for TV and Film** Credits 3  
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 and post-production. Also covers the director's spiritual preparation and integration into the craft. Students complete one short film. **Grade Mode:** A.  
**Prerequisite(s):** CNMA 240, CNMA 245.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.  
**Course Fee:** \$40.
- 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. **Note(s):** May be taken multiple times for credit. **Grade Mode:** A.  
**Restriction(s):** Must be a major in Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), or a Media Studies minor (CNMS); and Undergraduate Level.  
**Repeat Limit (after first attempt):** 10.  
**Course 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.  
**Prerequisite(s):** CNMA 203.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); 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 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 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 Undergraduate Level.
- CNMA 350 - Advanced Studies in Media Production** Credits 1-3  
Aspects of theory and practice in media production. **Note(s):** May be taken multiple times for credit with different course content. **Grade Mode:** A.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.  
**Repeat Limit (after first attempt):** 10.  
**Course Fee:** \$40.
- 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 in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

- CNMA 353 - Media Literacy** **Credits 3**  
 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. **Grade Mode:** A.  
**Restriction(s):** Must be a major in Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), or a Media Studies minor (CNMS); and Undergraduate Level.
- CNMA 354 - The TV Writer's Room - One-Hour Spec** **Credits 3**  
 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. **Grade Mode:** A.  
**Prerequisite(s):** CNMA 312.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.  
**Course Fee:** \$50.
- CNMA 355 - Television Programming** **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 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. **Grade Mode:** A.  
**Prerequisite(s):** CNMA 240, CNMA 245, CNMA 302.  
**Corequisite(s):** CNMA 359.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.  
**Course Fee:** \$100.
- CNMA 359 - Motion Picture Production** **Credits 3**  
 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 251, CNMA 262, CNMA 303, CNMA 315.  
**Corequisite(s):** CNMA 358.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.  
**Course Fee:** \$100.
- CNMA 360 - The TV Writer's Room - Writing the Half Hour Spec** **Credits 3**  
 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. **Grade Mode:** A.  
**Prerequisite(s):** CNMA 203.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); 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.  
**Course Fee:** \$100.
- CNMA 362 - Intermediate Production: Documentary** **Credits 3**  
 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. **Grade Mode:** A.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.  
**Course Fee:** \$100.
- 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 251.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.  
**Course Fee:** \$50.
- 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 101.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); 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. **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 Media** **Credits 3**  
 An introduction to the fundraising, creating and producing, promoting, branding and distribution of a short television series. **Grade Mode:** A.  
**Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and 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. **Course Fee:** \$25.
- 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 310. **Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level. **Course Fee:** \$100.
- 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 420 - Coverage and Development for Film and TV** 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 101. **Restriction(s):** Must be a major in Cinema and Media Arts (CNMA), Game Design and Interactive Media (CNGM), or a Media Studies minor (CNMS); 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. **Course Fee:** \$50.
- 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. **Course Fee:** \$100.
- 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 440 - Cinema and Media Arts Internship** Credits 1-3  
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. This 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. **Note(s):** Sixty hours of internship is required for each academic credit; special approval required; may be taken multiple times for a maximum of 6 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):** 6.
- CNMA 447 - Advanced Screen Writing** Credits 3  
Advanced work in writing and polishing dramatic scripts for television and motion pictures. **Grade Mode:** A. **Prerequisite(s):** CNMA 356. **Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.
- 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 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 with different content. **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. **Additional Fee(s):** Variable to cover needs, materials and events for each class.
- CNMA 451 - Audio Post Production for Film and TV** Credits 3  
Development of advanced aesthetics and techniques in composing, editing, mixing and processing audio for film and television post-production. Includes ADR, sound effects, surround sound and orchestra recording. **Grade Mode:** A. **Prerequisite(s):** CNMA 307. **Restriction(s):** Must be in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level. **Course 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. **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), 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); and Undergraduate Level.

**Course 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.

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

**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 in the Department of Cinema and Media Arts (CNMA); and Undergraduate Level.

**CNMA 460 - Advanced Cinematography****Credits 3**

This course will cover advanced lighting and camera techniques for those considering a professional career in cinematography. Students will rotate through all professional camera, grip and electric crew positions. **Grade Mode:** A.

**Prerequisite(s):** CNMA 303.

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

**Course Fee:** \$100.

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

Student writes a senior thesis feature screenplay, learns pitching techniques and polishes previously written works in order to create a final portfolio of their best work to take to the marketplace. **Grade Mode:** A.

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

**Restriction(s):** Must be Senior Class; Writing for Film and Television (COWT); Cinema and Media Arts (CNMA); and Undergraduate Level.

**Repeat Limit (after first attempt):** 1.

**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.

**Prerequisite(s):** CNMA 317.

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

**Course 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.

**Prerequisite(s):** CNMA 317.

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

**Course 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, and the Biola Media Conference. **Note(s):** 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 (after first attempt):** 10.

**Additional Fee(s):** 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.

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