

The Bachelor of Arts degree with a major in Cinema-Television is a 120 credit hour degree, with 44 credits of major study in the CTV department. The course of study breaks down as follows:

49 Credit hours	General Education
44 Credit hours	Cinema-Television Courses
27 Credit hours	Electives (within or outside of CTV)

The goals of the BA, with a CTV major are as follows:

1. To prepare students to enter the entertainment industry with the necessary skills to compete and succeed in a highly competitive field.
2. To equip students to be qualified to work in feature film, broadcast television, corporate video, industrial video, mobile and Internet video.
3. To graduate qualified screenwriters, producers, directors, editors, and other crew personnel.
4. To prepare students those students who wish to continue on to graduate education, to successfully perform at a high critical and analytical level.
5. To prepare Christian media professionals, ready to integrate their faith into the entertainment industry.

## **Course Requirements for the Bachelor of Arts degree in Cinema-Television: 44 credits**

### **A. Cinema-Television Major: 44 credits**

COMU 100 The Christian Role in the Arts Today	3
COMU 200 Survey of Communication and Popular Culture	3
CTVU 100 Cinema-Television Equipment Workshop	1
CTVU 102 Introduction to Aesthetics of Film and Television	3
CTVU 105 Survey of the History of Film and Television	3
CTVU 210 Storytelling & Screenwriting	3
CTVU 270 Editing Theory	3
CTVU 231 Audio Production	3
CTVU 320 The Producer's Unit	3
CTVU 330 Lighting Aesthetics & Design for Cinema-Television	3
CTVU 360 Directing & Actors	3
CTVU 371 Non-Linear Video Editing	3
CTVU 430 Cinematography	3
CTVU 450 Studio Production	3
CTVU 480 Production Practicum	1
CTVU 496 Senior Project	3

## **Course Descriptions**

**COMU 100 The Christian Role in the Arts Today (3)** A critical study, through lectures, readings, viewings and discussion, to the ways in which Christian principles impact the arts. An introduction to the methodologies and language of arts.

**COMU 200 Survey of Communication and Popular Culture (3)** Historical development of news, information, entertainment, popular culture and the Arts, with emerging trends in society, theater and mediated communication.

**CTVU 100 Cinema-Television Equipment Workshop (1)** Required for those who plan to check-out equipment for media projects. Covers in an intensive time frame: video camera, grip/electric, sound basics, set operations, laptop proficiency and film camera.

**CTVU 102 Introduction to Aesthetics of Film and Television (3)** Concepts of film aesthetics and analysis; exposure to classical Hollywood, documentary, and European art cinema. Emphasis on describing and analyzing film style.

**CTVU 105 Survey of History of Film and Television (3)** Development of cinema as a communication medium and art form. Attention given to contributions of various national cinemas and international film trends.

**CTVU 210 Storytelling & Screenwriting (3)** Study of the way meaning is structured and perceived in the screen image of both film and video; introduction to basic narrative and screenwriting techniques. Includes viewing and analysis of narrative examples. Three lecture hours and one two-hour film screening a week for one semester.

**CTVU 231 Audio Production (3)** Provides the student with an understanding of the techniques and practices of sound recording for location, TV studio, ADR and Foley in the film and television industries, including double and single system techniques, as well as sound recording equipment.

**CTVU 270 Editing Theory (3)** Theory and practice of editing and post-production for both film and video. Aesthetics of narrative and documentary editing stressed, for both picture and sound.

**CTVU 320 The Producer's Unit (3)** Provides a survey of the organizational core of production crew, including the unit production manager, the first and second assistant directors, the production office coordinator and the production auditor. Students learn how a film is managed from producing and a logistical point of view during production.

**CTVU 330 Lighting Aesthetics & Design for Cinema-Television (3)** Provides a study of the aesthetic and technical aspects of lighting in television and film. Students become familiar with various lighting styles and types of equipment as well as with the grip and electrical areas of motion picture production. Recommended for aspiring cinematographers.

**CTVU 360 Directing & Actors (3)** Covers the techniques employed in directing actors. Explores a wide range of techniques for proper casting, rehearsal, and on-set directing. Student will learn to elicit nuanced behavior and achieve performances with proper pitch.

**CTVU 371 Non-Linear Video Editing (3)** A study of non-linear editing technologies used in the television and video industries. Primarily concerned with the editing process as it concerns projects, which regardless of the origination format, will be finished on a videotape format. Pre-requisite or concurrent registration: Editing Theory.

**CTVU 430 Cinematography (3)** Covers the techniques used in photography for cinema, television and other media. Aesthetics, styles and equipment used are explored.

**CTVU 450 Studio Production (3)** Acquaints students with the process of studio production. Trains students in the various jobs associated with a studio project including, but not limited to camera operation, sound recording, technical directing, and lighting for a three-camera production.

**CTVU 480 Production Practicum (1)** Students work on the crew of any Cinema-Television MA, MFA or Regent endowed project.

**CTVU 496 Senior Project (3)** Student directed project in cinema-television. Students write, produce, direct and edit a project demonstrating proficiency in these areas.

## CTV Course Rotation

YEAR 1	FALL	The Christian Role in the Arts Today Equipment Workshop
	SPRING	Introduction to Aesthetics of Film and Television Survey of the History of Film and Television
YEAR 2	FALL	Survey of Communication & Popular Culture Storytelling and Screenwriting
	SPRING	Editing Theory Audio Prouction
YEAR 3	FALL	Producer's Unit Lighting
	SPRING	Directing & Actors Non-Linear Editing
YEAR 4	FALL	Studio Production Production Practicum (Fall or Spring)
	SPRING	Senior Project Production Practicum (Fall or Spring)