

# BFA & BA

# Liberal Arts & Sciences

**T**his section lists the Liberal Arts and Sciences courses offered for BA in Film & Media Production and BFA Filmmaking, Screenwriting, Acting for Film, Photography, Producing, Game Design, 3D Animation, Illustration, and Graphic Design students. BFA students begin their undergraduate studies with Foundation Studies courses in conjunction with their major discipline, and continue their studies in courses in Arts and Humanities, Social and Behavioral Sciences, Natural Sciences and History of Art, and Theatre and Media.

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## FOUNDATION STUDIES

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Foundation courses focus on the basic academic skills needed to succeed in college: writing, critical thinking, and problem solving. These courses build a foundation for more specialized subjects requiring advanced written and oral communication skills. The skills mastered will prepare students for the advanced course work in the Liberal Arts and Sciences, and form the basic foundation of a well-rounded artist.

### ENGLISH COMPOSITION

This course encourages students to become skilled readers in a variety of literary contexts, and to become skilled writers who compose for a variety of styles and genres. Both writing and reading should make students aware of the interactions among a writer's purposes, audience expectations, and subjects.

### PHYSICAL & MENTAL WELLNESS

The course covers a variety of physical and mental wellness topics such as diet, exercise, stress management, mental health, team building, alcohol and drug use, sexual health awareness, and safety education.

### FILM ART

Film Art is an introduction to the art of film and its evolution as a medium of expression. It will cover the diverse possibilities presented by the cinematic art form. The aim of this course is to familiarize the students with a wide variety of films.

### PUBLIC SPEAKING

This course is designed to organize critical thinking and improve speaking skills. Students will give several prepared and extemporaneous speeches in class on a variety of topics. The skills developed here will serve in school, life, and filmmaking, including the ability to "pitch" projects for development.

### CRITICAL THINKING

This course explores theories of knowledge as well as the process of thinking critically. Substantive readings, structured writing assignments, and ongoing discussions help students develop language skills, while fostering sophisticated analytical thinking abilities.

### COLLEGE MATHEMATICS

This course aims to provide a concise introduction to mathematics. The language of mathematics is formally discussed, starting from the concept and functions of numbers along with a solid development of algebra, geometry, and some trigonometry. The fields of probability and statistics are also introduced.

### DRAWING\*\*

This course covers the necessary tools, materials, and techniques to communicate ideas visually. Lectures and assignments demonstrate the basics of how our brains interpret form via value changes. Students practice practical applications of technique to render value changes, form, and shadows to communicate lighting strategies.

\*\* Drawing is not required for all BFA programs.

*Please Note: curriculum and projects are subject to change and may vary depending on location.*

*Students should consult the most recently published campus catalog for the most up to date course information.*





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## ARTS & HUMANITIES

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Through courses in the Arts and Humanities, students are introduced to great works of literature and their impact on culture and society. Course work guides students to become conversant with the terminology, techniques, attitudes, ideas, and skills that these arts comprise in order to understand the dynamic relationship between author and reader and artist and society.

The study of the Humanities is intended to develop skills to interpret and understand the human condition and humanist values. This interpretive understanding should evolve into the development of personal insights and a critical evaluation of the meaning of life, in its everyday details as well as in its historical and universal dimensions.

### COMPARATIVE LITERATURE

This course explores literary works within their historical context by examining issues such as politics, class, religion, patronage, audience, gender, function, and ethnicity.

### DRAMATIC LITERATURE

This course will introduce students to exciting and thematically rich classic dramatic texts (plays and films), as well as their contemporary stylistic counterparts or adaptations. This “classic first, contemporary next” method will help to first ground students in the basics of dramatic storytelling, and then to develop the dynamic analytical skills needed for insightful discussions, stimulating performance approaches, and innovative storytelling explorations.

### ART, CULTURE & SOCIETY

The class will explore the role of art and the artist in society, both in a historical context and in the world today. It will look at the impact artists’ works have—or do not have—in the cultures in which they live, and will explore the concept of artist as celebrity, ambassador and spokesperson. Visits to museums, concerts, films, and theatres form an integral part of the course.

### THE GREAT SCREENPLAYS

The Great Screenplays is a critical studies course focused on exploring Academy Award-winning American and foreign movies from the past ten decades. Students gain a deeper understanding of how the art of screenwriting has evolved since the 1920s.

### WORLD RELIGIONS

An introduction to the major religions of the world, this course will introduce students to the beliefs and practices of the world’s living religious traditions as well as train students in the basic methods of the academic study of religion. The course covers both Western and non-Western religions.

### PHILOSOPHY & ETHICS

This course is an examination of ethical ideas from Plato and Aristotle to later Western philosophers. Central topics are the relationship between morality and the good, the nature of justice, the objectivity and meaning of moral claims, and the possibility of relativism in ethical judgments.

**THE GREAT PLAYWRIGHTS**

Unable to rely on spectacle to entertain, well-written stage plays make the most of the fundamental elements of dramatic writing: character, conflict, relationships, and theme. Stage dramas, when done well, are tight, focused, and lean and explore a central question deeply rather than broadly. This sort of storytelling is often the most compelling, and screenwriters should strive to achieve this kind of dramatic action, even if within the context of a story that calls for big, sweeping action.

**CULTURES & ENCOUNTERS**

The course is a study of non-Western art, film, theatre and society with emphasis on Asia, Africa and Islamic art and cultures. Not all story-telling derives from Homer and Aristotle, nor is all art influenced by the Renaissance. A world-view that is truly global is crucial for today's emerging artists.

**PLAYWRIGHTS & SCREENWRITERS**

Students study contemporary playwrights and screenwriters. Text analysis and plot structure are treated as fundamental tools of critical analysis. Students learn how to interpret given elements of writing, such as mood and subtext, to enhance performance, with emphasis on the similarities and differences on writing (and performing) for the stage and for the screen.

**AMERICAN CULTURAL HISTORY**

This course supplies the knowledge of U.S. history that is critical for understanding how America has come to prominence in today's global society. The objective is to make students aware of the nation's rich and complicated past, and how this background has shaped the diverse aspects of America's complex national character.

**EUROPEAN CULTURAL HISTORY**

This class explores the history of Europe through film and serves as an introduction to themes in European history from the Ancient Greeks and Romans through the Renaissance, nationalist movements of the 19<sup>th</sup> century, World Wars I and II and up to the student revolts of 1968. Through our discussions of Europe's past, the course will consider broader questions of globalization, world citizenship, and identity in modern life.

**INTERACTIVE STORYTELLING**

Interactive Storytelling will support the students' narrative development to design a professional interactive story. This course will also look at gaining representation and/or development funds from a publisher, to actually shipping and publishing.

**STUDIES IN GLOBAL MEDIA**

This course examines the concepts of "globalization," the "global village," and "localization." Students will analyze the cultural, political, socio-economic, and societal influences of the US media on global markets, as well as how global media has begun to transform domestic markets. Students will examine the connections between media, communication, business, and the entertainment industry around the globe.

Students will study the history and current state of global media to uncover trends and understand how the consumer and audience are now global. Students will investigate how a global media has influenced local markets and consumers and discover what it means to be "global citizens."

**ETHICS OF VIDEO GAMES**

Ethics refers to standards of right and wrong in society. Students study and debate ethics in play experiences and how play is a way of learning about the real world. Poignant case studies are presented from games such as: *September 12* (an anti-terrorism simulator), *Grand Theft Auto* (an amoral, open world), *Populous* (a god game), *BioShock* (a game with a morality engine), and other games.

**MYTHOLOGY**

This course is designed to acquaint students with a body of material central to Western thought, culture, and civilization. Through readings and exposure to other works of art and cultural products, students will come to know some of the world's most influential myths in more thorough and meaningful ways. The course explores the theory of myth and the uses of myth in art, literature, and film.

Græco-Roman myth, which played a key role in shaping Western culture, will make up the bulk of the course's readings, focusing particularly on how the principles and issues raised in this body of Classical literature arise in our own contemporary culture.

## **SOCIAL & BEHAVIORAL SCIENCES**

Social and Behavioral Science courses develop students' understanding of the diverse personal, interpersonal, and societal forces that shape people's lives. They teach students how to approach these subjects through the concepts, principles, and well-established methodologies of the social and behavioral sciences.

### **PSYCHOLOGY OF PERFORMANCE**

Basic understanding of the workings of consciousness and the deep connection between thoughts, emotions, and behavior will be examined. Students will explore the inner workings of their own psyche and what is required to effectively explore the craft of acting in a productive manner.

### **PSYCHOLOGY OF PRODUCTION**

The course provides working knowledge of the current and historical developments in psychology as students apply constructs to personal, creative, collaborative, and conceptual challenges in the entertainment world.

### **CONTEMPORARY PSYCHOLOGY**

This exploration of the basic concepts of psychology provides a general introduction to topics in various schools of cognitive, social, and clinical psychology. Students will be challenged to apply their understanding to contemporary issues, as well as to their own artistic work.

### **INTRODUCTION TO ECONOMICS**

This course is an interdisciplinary introduction to economics as a normative aspect of modern society. Topics include markets as a means of coordinating human behavior toward the achievement of specific social objectives; how and why markets may fail to achieve these objectives; and the evolution of non-market institutions such as rules of law as responses to market failures.

### **INTERNATIONAL POLITICS**

This course is an introduction to international politics, applying various theories of state behavior to selected historical cases. Topics include the balance of power, the causes of war and peace, change in international systems, and the role of international law, institutions, and morality in the relations among nations.

### **GENERAL ANTHROPOLOGY**

The course examines the main trends in contemporary anthropological theory, from physical anthropology to conceptual and ethnographic approaches. It will concentrate on several key theoretical approaches that anthropologists have used to understand the diversity of human culture, such as structuralism, Marxism, feminism, practice theory, critical ethnography, and postmodern perspectives.

### **SOCIOLOGY**

This is introduction to the systematic study of the social sources and social consequences of human behavior, with an emphasis upon culture, social structure, socialization, institutions, group membership, and social conformity versus deviance.

### **ANTHROPOLOGY OF MEDIA**

Explores how media technologies and genres are produced, used, and interpreted in different cultural contexts around the world. Emphasis is placed on the effect of different media on people's social identities and communities.

### **MEDIA & SOCIETY**

In this course, students will examine the ethical, social, and far-reaching issues involved in Emerging Media and Society. Students will analyze and interpret the ways technology and information impact upon and are impacted by culture, storytelling, and consumers and audiences from various genders, ethnicities, and economic levels.



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## **NATURAL SCIENCES**

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The Natural Sciences reveal the order, diversity, and beauty of nature, enabling students to develop a greater appreciation of the world around them. The Natural Sciences courses will require students to acquire factual information, to use scientific methodology, and to develop an appreciation of the natural world.

### **ENVIRONMENTAL BIOLOGY**

This course is an interdisciplinary study of human interactions with the environment, examining the technical and social causes of environmental degradation at local and global scales, along with the potential for developing policies and philosophies that are the basis of a sustainable society. The class serves as an introduction to the natural sciences and the scientific method.

### **GEOLOGY**

This course introduces students to the basics of geology. Through a combination of lectures, labs, and field observations, students will explore topics ranging from formation of the elements, mineral and rock identification, and geological mapping to plate tectonics, erosion, and climate engineering.

### **PHYSICS**

This course covers the fundamental principles of physics, including Newton's laws of motion, the mechanics of motion, vectors, velocities, and elastic and inelastic collisions. The emphasis will be on developing a conceptual understanding of physical processes.

### **HUMAN ANATOMY & PHYSIOLOGY**

This introductory course provides an overview of the basic anatomy and physiology of the body's major systems. It is designed to strengthen or develop a vocabulary in human anatomy and physiology, and an understanding of how the body works.

### **ASTRONOMY**

The fundamentals of planetary, stellar, galactic, and extragalactic astronomy will be covered. Designed for the non-specialist, the course provides a basic understanding of the nature of astronomy and its relation to physics.

### **PRINCIPLES OF GEOGRAPHY**

This course is a systematic study of the various elements that make up the Earth's physical environment, weather, climate, vegetation, and land forms. In this course, students will learn to interpret maps and analyze geospatial data and understand and explain the implications of associations and networks among geographical phenomena.

### **CODING**

This subject is aimed at students with little or no programming experience. It aims to provide students with an understanding of the role computation can play in solving problems. Students develop familiarity with popular scripting languages and will learn to create simple coding samples by the end of this course.

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## **HISTORY OF ART, THEATRE & MEDIA**

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Artists need to know the history and traditions of the forms and fields in which they work. The courses in the History of Art, Theatre, and Media inspire and challenge students by exposing them to masterpieces of the past, creative trends of the present, and innovative ideas for the future.

### **CRITICAL FILM STUDIES**

This seminar teaches students to identify the techniques used by cinematic innovators in the history of filmmaking. The course explores ways that the crafts of directing, cinematography, acting, and editing developed the cinematic art.

### **HISTORY & AESTHETICS OF PHOTOGRAPHY I**

Students study, analyze, and critique the work of master photographers from the birth of photography in the 19th century right up until 1960.

### **HISTORY & AESTHETICS OF PHOTOGRAPHY II**

This course continues the history of photography from 1960 onwards, investigating cultural, historical, and ideological aspects of this era's most enduring and penetrating images.

### **HISTORY OF ILLUSTRATION**

The course emphasizes the language of visual culture with a particular focus on the symbols, strategies, and messages employed in major works of visual art.

### **TOPICS IN FILM STUDIES**

Film Studies introduces a number of historical film movements that provided the framework for many of cinema's greatest auteurs while identifying and discussing canonical films and filmmakers.

### **ART HISTORY**

Students are introduced to the full range of art history ranging from ancient art to modern and postmodern artists and artworks and obtain the tools with which to critically assess historical works of art.

### **HISTORY OF THEATRE**

This course is a concise study of the history of theater from the Greek and Roman theatre to the present. Each era of history will be examined through formal study of plays, theatre architecture, and historical documents.

### **HISTORY OF PHOTOGRAPHY**

This course is an introduction to the major conceptual trends and ideas in the history of photography, from its invention to the present day.

### **HISTORY OF GRAPHIC DESIGN**

Through lectures, videos, discussions, presentations, and research, students are introduced to the creative thinkers, important innovations, and breakthrough technologies that have shaped the evolution of graphic design.

### **HISTORY OF DOCUMENTARY**

This course will introduce students to the history and theory of documentary cinema. The course will review and analyze the evolution of the documentary film genre and the varieties of approaches adopted by nonfiction filmmakers. Study will include various modes of documentary form: expository, observational, interactive, reflective, and assorted hybrid modes.

### **HISTORY OF ANIMATION**

This course focuses on the history and aesthetics of animation, with references to related arts such as live-action cinema, puppetry, and comics.

### **HISTORY OF SEQUENTIAL ART**

Highlighting significant works of sequential art including their historical roots and major influences, students in this survey analyze trends, styles, techniques, subject matter, and works of important artists across the sequential art spectrum.

### **HISTORY OF VIDEO GAMES**

An understanding of the history of video games is essential to the future game designer, not only because it serves as a common foundation for those who work in the industry, but only by understanding the mistakes and successes of the past will future game developers create the great games of tomorrow.

### **TOPICS IN MODERN & CONTEMPORARY ART HISTORY**

This course will focus primarily on art movements of the 20th century to the present, with an emphasis on the study of individual artists, artworks, and themes.

### **HISTORY OF DESIGN**

This course narrates the history of design, from its roots at the beginning of the 19th century through the modern times.