BFA FILM + DIGITAL CONTENT [SOUND DESIGN]

by semester



Computer Proficiency Lab Directing: Foundation Story: Mediums + Genre (Lab) Film Aesthetics Relativity First Year Experience Story: Mediums + Genre English Composition Collaboration Lab I: Integrated Production Workshop	1 3 1 3 1 2 3 1 TOTAL 15	Innovation and the Entrepreneur Cinematography I Acting For Filmmakers American Cinema Intro to Producing Film Screenwriting: The Short Film	TOTAL 16
SEMESTER THREE Directing: The Short Film Editing Introduction to Statistical Analysis Digital Marketing + Social Media Collaboration Lab II: Branding Digital Platforms Screenwriting: Developing the Feature I	3 3 3 1 3 TOTAL 16	SEMESTER FOUR Directing: The Documentary Cinematography II Cinematography Lab Studies in Film Genre Oral Communication Screenwriting: Developing the Feature II	TOTAL 1
SEMESTER FIVE Directing: Experimental Physics Collaboration Lab III: Program-Driven Collaborations Business and Entertainment Law Producing Low Budget Films Advanced Screenwriting	3 3 1 3 3 3 TOTAL 16	SEMESTER SIX Production Design Audio Post Production Anthropology Sustainability and the Environment Advanced Recording	TOTAL 1
SEMESTER SEVEN VFX and Motion Graphics Psychology Collaboration Lab IV: Web Series Development Applied Sound Design: Feature Films and Episodic Television Transmedia Narrative Applied Sound Design: Interactive Media	3 3 1 3 3 3	SEMESTER EIGHT Philosophy Collaboration Lab IV: Industry Portfolio Marketing for Filmmakers Sound Design: Capstone Project Sound Designers on Sound Design [Elective]	

125 TOTAL PROGRAM HOURS

TOTAL 16

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^{*} Students are encouraged to take one elective per semester as schedule permits.