

MGA

Academic Program - Course Schedule and Learning Outcomes

Campus: *Off Campus
(Face to Face)* College/School: *School of Arts & Letters* Department: *Media, Culture & the Arts*

Academic Degree: *Certificate* Major: *Film Production* Track (if applicable):

What are the Program Learning Outcomes?

A learning outcome is a description of the knowledge, skills and abilities you will gain as you complete your coursework.

1. Students will understand and utilize essential film production terminology and procedures
 2. Students will understand industry standards and protocols
 3. Students will create a finished video or video editing project
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What courses do I need to take to graduate from this program?

Choose one of the following three paths for certification.

Film and Television Production Certification (18 hours)

Available only face to face

Semester 1: Take this course

GFA 1000 Introduction to Film & Television

Semester 2: Take one of the following:

GFA 2010 Set Construction & Scenic Painting

GFA 2020 Lighting & Electric

GFA 2030 Grip & Rigging

GFA 2050 Introduction to Special Makeup Effects

GFA 2060 Production Accounting & Office Management

Semester 3: Take one of the following (Internships are by application only):

GFA 2010 Set Construction & Scenic Painting (If not taken above)

GFA 2020 Lighting & Electric (If not taken above)

GFA 2030 Grip & Rigging (If not taken above)

GFA 2050 Introduction to Special Makeup Effects (If not taken above)

GFA 2060 Production Accounting & Office Management (If not taken above)

GFA 2000 Film, Television & Digital Entertainment Internship **OR** GFA 4000 Film, Television & Digital Entertainment Apprenticeship

Film and Television Post-Production Certification (18 hours)

Available Online

Semester 1: Take this course (6 hours):

GFA 1040 Introduction to Film & Television Post-Production 6 credits

Choose one of the following paths (12 Hours):

Path 1

Choose one of the following sequences:

Semester 2: GFA 2040 Fundamentals of Editing with Avid Media Composer 100

Semester 3: **AND** GFA 4040 Advanced to Editing with Avid Media Composer 200

Path 2

Semester 2: GFA 3140 Introduction to Sound Design with Avid Pro Tools 100

Semester 3: **AND** GFA 4140 Advanced Sound Design with Avid Pro Tools 200

Path 3

Semester 2: Take either GFA 2040 or GFA 3140

Semester 3: and a GFA Internship. Internships are by application only. (12 hours)

Digital Entertainment, ESPORTS, & Game Development Certification (18 hours)

Semester 1: GFA 1500 Introduction to Digital Entertainment, Esports & Game Development

Semester 2: GFA 2510 Event Management for Digital Entertainment

OR GFA 2520 Hosting & Casting for Digital Entertainment

Semester 3:

GFA 2510 Event Management for Digital Entertainment (If not taken above)

OR GFA 2520 Hosting & Casting for Digital Entertainment (If not taken above)

OR GFA 2000 Film, Television & Digital Entertainment Internship

OR GFA 4000 Film, Television & Digital Entertainment Apprenticeship